AQUA NOX

Software and documentation

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"THE OLD ONES WERE, THE OLD ONES ARE, AND THE OLD ONES SHALL BE."

-- H.P. LOVECRAFT / THE DUNWICH HORROR

"SO THEY WORSHIPPED THE DRAGON WHO GAVE AUTHORITY TO THE BEAST: AND THEY WORSHIPPED THE BEAST, SAYING, “WHO IS LIKE THE BEAST? WHO IS ABLE TO MAKE WAR WITH HIM?"

REVELATION 13,4

PREFACE

Dear Player,

About five years have passed since the world traveled to Aqua for the very first time. It was a post-apocalyptic sea world, where everything was hauntingly different, yet strangely familiar. The game was called "Archimedean Dynasty" back then and portrayed occurrences in Aqua during the first great Biont war. While self-confidence is something we don’t usually lack, we must nonetheless confess we could never have predicted the dedication and loyalty many players have felt and still feel for the world of Aqua.

It’s taken a long time for us to write the next chapter in the life of mercenary: Emerald "Dead-Eye" Flint - time we have used to painstakingly re-model the world of Aqua in exquisite detail and to create a completely new technology to tell the story. You hold the results of this effort in your hands -- AquaNox.

If we succeed in causing the same enthusiasm among you as many players have felt for "Archimedean Dynasty", then that time has not been wasted.

The Massive Team

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INSTALLATION

SYSTEM REQUIREMENTS

REQUIRED:

Windows 95/98/ME/2000

500 MHz Athlon™ or Pentium® 3 Processor

128 MB RAM

Direct3D 8 - compatible Graphics card with 16 MB Memory

4x CD-ROM Drive

800 MB free hard disk space

DirectX 8 - compatible Soundcard

RECOMMENDED:

800 MHz Athlon™ or Pentium® 3 Processor

256 MB RAM

Direct3D 8 - compatible Graphics card with 32 MB Memory

1 GB free hard disk space

Soundblaster Live or compatible Soundcard.

Supported Graphics chips: nVidia GeForce 256, nVidia GeForce2, nVidia GeForce3, 3DFX Voodoo 5500, ATI Radeon, Hercules Kyro II

REQUIRED FOR MULTIPLAYER GAMES

Internet: 56.6 Kbps or faster Internet connection

GameSpy Arcade application Installed (Included)

1 CD, 1 CD-KEY, per computer, 1player per computer.

NETWORK (LAN):

TCP/IP compliant network

1 CD, 1 CD-KEY, per computer, 1player per computer.

PACKAGE CONTENTS

Manual

1 CD-ROM

Registration card

GAME INSTALLATION

To install the game, please insert the AquaNox CD into your CD-ROM drive.

NOTE: If you have deactivated the autorun function of the CD-ROM drive, please start the AquaNox Browser program by double-clicking on **My Computer**. In the following window, just double-click on the icon of the CD-ROM drive in which the AquaNox CD has been inserted.

The AquaNox Browser will open up, where you can just click on **Install AquaNox.** The installation of the game will begin automatically after a couple of seconds.

Then just follow the subsequent steps of the installation wizard.

IMPORTANT:

- You should close any other programs before starting AquaNox.

- AquaNox requires DirectX 8. Please ensure that DirectX 8 or higher has been installed on your computer. You can install DirectX 8 with the button **Install DirectX 8** in the AquaNox Browser.

- AquaNox will require that you enter a CD-Key before playing. Please keep your game materials intact. The CD-Key is a set of 16 digits, separated into groups of four by dashes, on a sticker either on your manual or on the CD's Jewel case.

UNINSTALLING

To uninstall click on the **Uninstall AquaNox** link in the program folder AquaNox, or click on the **Uninstall AquaNox** button from the AquaNox Browser.

STARTING THE GAME

You can play AquaNox by inserting the AquaNox CD-ROM into your CD-ROM-drive. This will display the AquaNox Browser, from which you can click **Play Aquanox.**

NOTE: If you have deactivated the autorun function of the CD-ROM drive, please start the AquaNox Browser program by double-clicking on **My Computer.** In the following window, just double-click on the icon of the CD-ROM drive in which the AquaNox CD has been inserted.

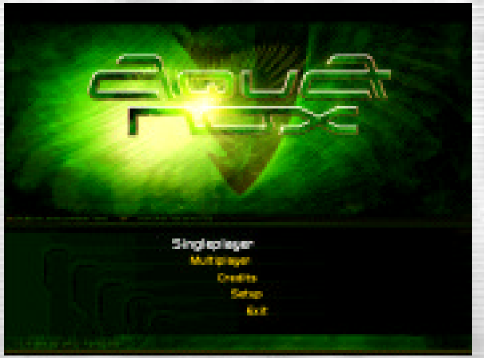
If the AquaNox CD is already in the drive and has been previously installed (see Installation p. 7), you can start the game by clicking on the AquaNox Icon on the Desktop or by clicking the "**Start**" button on your Windows taskbar, then select: **Programs>AuqaNox**. Left-click on **Play AquaNox** to proceed.

IMPORTANT: The AquaNox CD must be kept within the CD-ROM drive during gameplay.

THE MAIN MENU

The main menu is the first menu in the game.

Note: Navigate menu selections by using the arrow keys: Use ▲ ▼ to change menu selection and ◀ ▶ to change available options or settings. Use **<Enter>** to activate the selection.

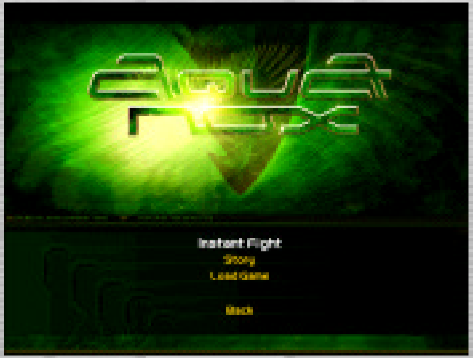


From the main menu, you can choose from the following options:

- Singleplayer
- Multiplayer
- Credits
- Setup
- Exit.

SINGLE PLAYER

This option starts a single-player game. From the sub-menus, you can select whether you would like to play:



INSTANT FIGHT: A quick instant-action mission. Choose from one of four scenarios:

Dogfight, Fightclub, Duel, Asylum

STORY: A Campaign mode in which you can load previously saved games or re-play intermediate animated sequences that you have already seen in the campaign. (see p. 21 for more information on Campaign menus)

MULTIPLAYER

In a multiplayer game, you play with or against other human players connected across a network, or the Internet. Up to 16 players can connect to a game across a network or the Internet.

NOTE: In multiplayer-mode every player needs his own CD-ROM and CD-Key.

GAMESPY

The easiest way to play multiplayer AquaNox over the Internet is via GameSpy Arcade:

HOW TO PLAY AQUANOX IN GAMESPY ARCADE

With GameSpy Arcade, which is included conveniently on your game's CD ROM, AquaNox can be played online as well. If you haven't already done so, please insert the CD and install GameSpy Arcade. Follow the installation instructions to create a GameSpy ID and password. To play AquaNox online, follow these instructions:

START GAMESPY AND GO INTO THE AQUANOX ROOM:

Click on the GameSpy Arcade link in your start menu. When the program starts, you'll be prompted to login your GameSpy ID and password. At this time you may be prompted to upgrade or patch your GameSpy Arcade application to the newest version. We recommend that you do so. After login, you'll see a list of games and many more interesting things on the left-hand side. There are a lot of things you can do here, but you can explore these later! To enter the AquaNox room, click on the **AquaNox** button on the left-hand side located under the tab Games. You may have to scroll the left-hand side window or collapse the other tabs.

NOTE: If GameSpy Arcade does not display a **Games** tab on the left-hand side window, make sure you have the game installed (p. 7 Installation) and do a scan to add **AquaNox** to GameSpy Arcade. To scan, select the **GameSpy** menu and click on **Scan for Games**...

FIND OR CREATE AN AQUANOX GAME:

Upon entering the AquaNox room you can meet and chat with other players, find servers or start one yourself. Displayed in the upper half of the AquaNox room window is a list of available servers with the respective amount of players. There you can read your own connection speed, measured in "ping". The lower your ping number, the better for your game. You don't like any of the available servers? Then just click the button **Create Server** to start your own server, and wait for others to join. (A funny server name, such as "Smell my dipole converter!" will often attract more players.) In any other case just pick a server and double-click on its name to join the game.

JOINING OR STARTING A GAME:

As soon as you've double-clicked on a server name or started a new game, you will enter a kind of backstage room. Here, you can speak to your fellow players and prepare for the fight. As soon as you're prepared, click on the button **Ready** in the upper part of the screen. Once every player has done so, the host can start the game. GameSpy Arcade will then start AquaNox and the battle can begin!

IMPORTANT: If you play using the GameSpy profile, multiplayer (mouse) will be activated. You can change this GameSpy profile like any other profile. To edit your GameSpy profile: select GameSpy>Edit Profile...

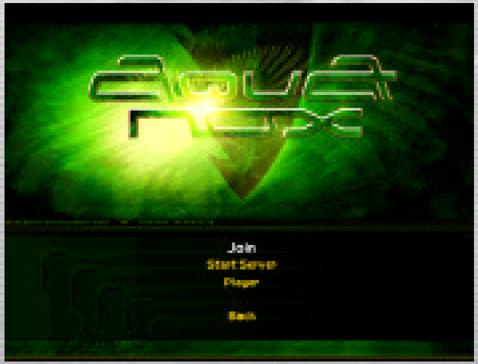
PROBLEMS?

If you have problems with the registration or installation of GameSpy Arcade or with any other aspect of AquaNox, check out our website at http://www.gamespyarcade.com/help/. An e-mail form is also available under http://www.gamespyarcade.com/support/contact.shtml.

MULTIPLAYER MENU:

From the Multiplayer menu, you can choose from the following options:

- Join
- Start Server
- Player



JOIN:

This selection will display the Serverbrowser. In the Serverbrowser the menu options available are:

- Network Type:

  Choose between LAN (local area network) or Internet. To refresh the browser you have to choose LAN or Internet and press the **<Enter>** key.

- Game Type:

  Choose between Capture the Flag, DeathMatch, or Time DeathMatch. (see p.16 Different multiplayer games)

- Sort by:

  This allows you to order the server display list in the Serverbrowser. You can select from: Game Type, Ping Time, Server Name, or Map Type.

- Show Full:

  This allows you to filter out Servers that are currently full. Choose Yes/No.

- Show Empty:

  This allows you to filter out Servers that are currently empty. Choose Yes/No.

- Specify:
  This option allows you to play multiplayer AquaNox on the internet without using the GameSpy Arcade. Within this sub-menu selection you will have to specify the IP address, and Port number of the Server you wish to connect to. Select the Join within this menu to connect to your specified Server.
- Join:
  Selecting this and pressing the **<Enter>** key will allow you to join the currently select server.

START SERVER:

This selection will display the Server settings menu, you can choose from the following options:

- Session Name:
  Enter the name of your session.
- Type of Game:
  Select the type of game you wish to start: Capture the Flag, DeathMatch or Time DeathMatch. (see p. Different multiplayer games)
- Map Selection:
  Use left and right arrow keys to select a map.
- Max Players:
  Choose the maximum number of player for your server: 2-16.
- Password:
  Choose a password if you wish to setup a private game. Other players will need to know the password to be able to join your server.
- Visible:
  Choose to allow your server to be visible on GameSpy or LAN: Yes or No.
- Dedicated:
  Choose to dedicate this computer as a Server: Yes or No.
- Capture Limit:
  Set maximum captures in a Capture the Flag game type: 5-120 or none.
- Time Limit:
  Set the maximum time between matches: 1-120 mins, or none.
- Frag Limit:
  Set the maximum Frags in a DeathMatch or Time DeathMatch match: 5-120 or none.
- Start:
  Start the Server.

PLAYER:

This selection will display the Player profile settings menu, you can choose from the following options:

- Name:
  Enter the name of your profile.
- Team:
  Select a team color either Red or Blue
- Ship:
  Select a ship type.

ADDITION INFORMATION ON MULTIPLAYER:

JOIN MULTIPLAYER GAMES IN A LAN

To join a multiplayer game on a local area network (LAN) select the Multiplayer menu entry and from the sub menu select the button Join. The computer will then search for an established server in the LAN to join. In the menu on the right-hand side of the page, you can select the play mode. This works like a filter. Only open games of the selected game mode are displayed. In the lists on the left-hand side of the screen, you can choose between the open servers using the arrow keys, see which maps are being played on, who is playing where and look at special data on the individual games.

In the menu on the right-hand side of the page, you can also select viewing options. And, of course, you can join the selected game by clicking once on the **Join** button.

CREATE MULTIPLAYER GAME IN LAN

To create a multiplayer game in a local area network (LAN), you need to click on the button **Multiplayer** and then on **Server**. The computer will then start the setup for the multiplayer game. All other players will need this server to enter the game as clients.

After you have selected **Server**, the **Server** menu opens, in which you must perform a series of settings:

SESSION NAME: Here you enter the name of your game

GAME TYPE: Here you set the game mode that you have chosen for your game.

MAP NAME: Here you set which map is being played on.

MAX. PLAYERS: Here you set the maximum number of players that can take part in this game

PASSWORD: If you only want to play with certain persons, then decide among yourselves on a password and enter it here.

VISIBLE ON/OFF: If you would prefer not to be visible to outsiders in the game lists, then switch to “visible off”.

DEDICATED ON/OFF: With this switch you can create a dedicated server.

TIME LIMIT: The time limit for the game in minutes.

FRAG LIMIT: The limitation of the game objective set in frags.

START: Start the game

BACK: If you do not wish to open a server, this will take you back to the main menu.

CREATE MULTIPLAYER GAMES IN THE INTERNET

If you wish to create a game over the Internet, but for whatever reason you do not wish to login in using Gamespy, then simply create a server as described in the last chapter and set the switch in the Server Browser from LAN to Internet.

JOIN MULTIPLAYER GAMES IN THE INTERNET

If you wish to join a game over the Internet, but for whatever reason you do not wish to login in using Gamespy, then open the **Join** menu (as described in the chapter “Join multiplayer games in a LAN”) and go to **Specify**. There you must enter the IP address and port address of the server. Both addresses need to be acquired in advance from the player who opened the server.

JOIN A PASSWORD PROTECTED GAME

If you would like to join a password protected game, the first step is to enter the password: Go in the menu **Start Server** and enter the password there. Then back out and select the **Join** menu and join your game.

SETUP A DEDICATED SERVER:

You can setup a dedicated server with the following command line options:

Version 1.00 of AquaNox can be configured as a dedicated server with map rotation via three scripts files and command line options.

NOTE: The current version of the dedicated server is not fully optimized.

A simple optimisation to disable sound can be accomplished by editing the config.txt file.

This file can be found in:

For Windows 2000: "documents and settings\<user>\application data\AquaNox\config.txt"

For Windows 98: "c:\windows\application data\AquaNox\config.txt"

Find these entries in the config.txt file and change the Value from 1 to 0 to disable both 2d and 3d sound.

Name = "snd2d_enable"

Type = "s32"

Value = 0

Name = "snd3d_enable"

Type = "s32"

Value = 0

Note: That 2d and 3d options are tied together, so they should be enabled/disabled Synchronously.

Edit these three script files to setup the server:

…\AquaNox\ini\mp_server.des

…\AquaNox\ini\mp_game.des

…\AquaNox\ini\mp_player.des

Comments within the script files describe each of the settings.

COMMANDLINE OPTIONS:

– window

This forces the application to a 640x480 windowed mode

– host

The application will host a session

– connect uuu.vvv.www.xxx:yyyyy

The game will connect to the specified ip address and port.

If a port is not specified then the default port will be used.

– bandwidth 1000

Set the bandwidth to 1000 bytes per second. This is a Client side option only.

Valid values range from 1000 to 10000.

– si "name"

This will load the specified server script file: “name” (Defaults to …\AquaNox\ini\mp_server.des)

– pi "name"

This will load the specified player script file: “name” (Defaults to …\AquaNox\ini\mp_player.des)

– gi "name"

This will load the specified game script file: “name” (Defaults to …\AquaNox\ini\mp_game.des)

– cdkey "key"

Specifies a CD-Key.

– name "player"

Specifies the name of the local player: “player”

– password "password"

Specifies a password. This is only valid for the client side.

NOTE: The server password to lock sessions is specified in the server script file. (See -si “name” and …\AquaNox\ini\mp_server.des)

DIFFERENT MULTIPLAYER GAMES

DEATHMATCH

The Deathmatch mode involves either acquiring the most frags in a preset time period , or being the first person to acquire a preset number of frags in unlimited time. In the Deathmatch mode, everyone fights against everyone else.

TEAM DEATHMATCH

Team Deathmatch also involves either acquiring the most frags in a preset time period, or being the first person to acquire a preset number of frags in unlimited time. In this case however, two teams are pitted against each other.

CAPTURE THE FLAG

In this mode, two teams battle it out to take the opponents’ flag from its foundation and bring it to their own base. Scoring points is achieved if a team member succeeds in bringing the opponents’ flag to its own team’s flagpole, while the teams’ own flag remains in the base. (i.e. It has not been seized by the opponent at the time the team member arrives at their own flagpole) Simply piloting the vessel through the flag is enough to seize it. It then becomes attached automatically to the player ship and remains there until it has been carried to its base or the player has been shot down.

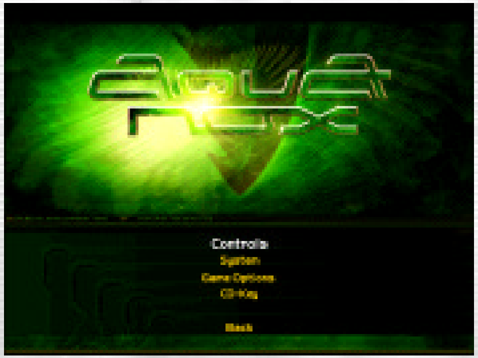
SETUP

In the following menus you can perform lots of different settings, be it in relation to the steering of your ship, your viewing and movement direction, shooting types, preferred weapon. In addition you can select an external camera viewpoint and adjust the camera view points.

SETTINGS MENU:

From the Settings menu, you can choose from the following options:

- Controls
- System
- Game Options
- CD-Key



CONTROLS MENU:

From the Controls menu, you can choose from the following options:

- Profile
- Direction of View
- Direction of Movement
- Weapon’s Config
- Miscellaneous
- Camera
- Taunts (MP)
- Team Message (MP)

PROFILE:

From the Profile selection you can choose which profile you wish to change the control Key bindings. Profiles available are: Single Player – Mouse, Multiplayer – Mouse, Single Player – Joystick, and Multiplayer – Joystick.

DIRECTION OF VIEW MENU:

This selection will display the Targeting Controls Menu, you can choose from the following options:

- Direction of View: Assign a device/axis selected from the Assign Control to target movement of: Up/Down, and Left/Right.
- Assigned: Assigns a device/axis to the target movement currently selected in Direction of View. Device/axis choices are: Mouse X, Mouse Y, Joy X, Joy Y, Joy Z, Joy R, Joy U, Joy V, Joy slider 0, or Joy slider 1.
- Sensitivity: Adjustable scale that determines the sensitivity of the Assigned Control.
- Tolerance: Adjustable scale that determines the tolerance of the Assign Control.
- Inverted: Reverse the movement in respect to the axis: On/Off.

DIRECTION OF MOVEMENT MENU:

This selection will display the Movement Controls Menu, you can choose from the following options:

- Fwd: Select one or two controls to bind to this movement.
- Back: Select one or two controls to bind to this movement.
- Left: Select one or two controls to bind to this movement.
- Right: Select one or two controls to bind to this movement.
- Up: Select one or two controls to bind to this movement.
- Down: Select one or two controls to bind to this movement.
- More: This displays the following sub menu with these selections:

  Direction of Movement: Assign a device/axis selected from the Assign Movement to control: Up/Down, and Left/Right.

  Assigned: Assigns a device/axis to the movement control currently selected. Device/axis choices are: Mouse X, Mouse Y, Joy X, Joy Y, Joy Z, Joy R, Joy U, Joy V, Joy slider 0, or Joy slider 1.

  Sensitivity: Adjustable scale that determines the sensitivity of the Assigned Control.

  Tolerance: Adjustable scale that determines the tolerance of the Assign Control.

  Inverted: Reverse the movement in respect to the axis: On/Off.

WEAPONS CONFIGURATION MENU:

This selection will display the Weapons Configuration Menu, you can choose from the following options:

- Primary Fire: Select one or two controls to bind to this action.
- Secondary Fire: Select one or two controls to bind to this action.
- Next Weapon: Cycles to the next weapon available. Select one or two controls to bind to this action.
- Last Weapon: Cycles to the previous weapon. Select one or two controls to bind to this action.
- Switch Weapon: Automatically engage new weapon when acquired. Select from On/Off"
- Don't Display Weapon: Select from On/Off.
- Vendetta 1 / Vendetta Sniper: Select a control to bring this weapon into play.
- Vendetta 2 / Vendetta Gun: Select a control to bring this weapon into play.
- Vendetta Gatling: Select a control to bring this weapon into play.
- Plasma 1: Select a control to bring this weapon into play.
- Plasma 2 / Quantum Blaster: Select a control to bring this weapon into play.
- Plasma Gatling: Select a control to bring this weapon into play.
- Sizzler: Select a control to bring this weapon into play.
- Doom Mortar: Select a control to bring this weapon into play.
- Laser Gatling: Select a control to bring this weapon into play.
- EMPactor: Select a control to bring this weapon into play.
- ???: Select a control to activate this special device.
- Hitman: Select a control to bring this weapon into play.
- Torpedo Launcher: Select a control to bring this weapon into play.
- Throw Buzzer: Select a control to launch this counter measure.
- Lock Enemy: Select a control to activate this.

MISCELLANEOUS MENU:

This selection will display the miscellaneous Menu, you can choose from the following options:

- Show Score: Select a control to show your current score.
- Chat: Select a control to bring up the chat console.
- Screenshot: Select a control to take a screenshot.

CAMERA MENU:

This selection will display the Camera Menu, you can choose from the following options:

• On/Off:	Turn Camera mode On or Off:	NumPad0
• Alpha sub:	Move Camera Left:	NumPad4
• Alpha add:	Move Camera Right:	NumPad6
• Beta sub:	Move Camera Down:	NumPad2
• Beta add:	Move Camera Up:	NumPad8
• Distance sub:	Move Camera Forward:	NumPad7
• Distance add:	Move Camera Backwards:	NumPad1

TAUNTS:

This selection will play various in game taunts or greetings that you can assign individual controls to activate.

TEAM MESSAGES:

This selection will display/play various in-game message to other team members that you can assign individual controls to activate.

SYSTEM MENU:

From the System menu, you can choose from the following options:

- Video
- Audio
- Network

VIDEO MENU:

This selection will display the Video Menu, you can choose from the following options:

- Quality: Select from: Low, Med, High, or Custom.
- Resolution: Select a resolution in which you wish to run the game.
- Object Detail Texture: Select On/Off.
- Landscape LOD: Adjust the scale of the landscape Level Of Detail (LOD)
- Landscape Light: Select On/Off.
- Landscape Passes: Select Single or Multiple.
- Landscape Details Texture: Select On/Off.
- Num of Plants: Adjust the amount of flora you wish to be displayed.
- Plankton Detail: Adjust the density of the Plankton.
- Light Rays: Select On/Off.
- Dynamic Shadows: Select On/Off.
- Texture Memory: Adjust the amount of texture memory usage.
- Texture Filter: Select from: Bilinear, Trilinear, or Anisotrophic.
- Triple-Buffer: Select On/Off.
- Vertical-Sync: Select On/Off.
- FSAA: Select On/Off.
- Pixel Shader: Select On/Off.
- Radar Detail: Adjust the detail level of the radar.

AUDIO MENU:

This selection will display the Audio Menu, you can choose from the following options:

- Activated: Select On/Off.
- Quality: Select from: Low, Med, High, or Custom.
- Sound System: Select from: Normal, EAX, EAX2, or A3D.
- FX-Volume: Adjust volume of game sound effects.
- Music Volume: Adjust volume of game music.

NETWORK MENU:

This selection will display the Network Menu, you can choose from the following options:

- Data Rate: Choose the data rate of your network connection: 33.6k and under, 56k low, 56k high, DSL or Cable Modem, ISDN, or LAN.

GAME OPTIONS MENU:

This menu has one selection, which allows you to toggle the **Target Identification** On or Off.

CD-KEY MENU:

Enter your CD-Key in the Key selection and confirm it by selecting **Check** and pressing <**Enter**>

QUIT GAME

Here you quit your game and return back to sad reality.

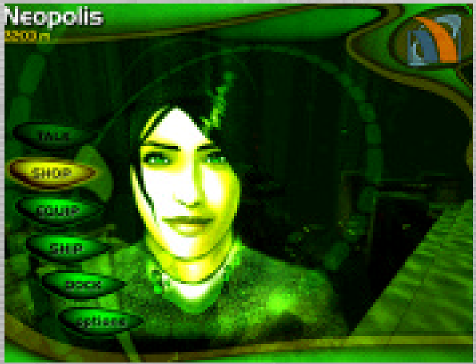
STORY MODE MENUS:

SALLY

Hi, Flint-Baby!

You ought to know me by now, but just to be on the safe side this'll give you important information on how to treat a woman like me.

I'm your personal information center. I'm with you wherever you go. On board I'm linked to your ship's systems and transfer any relevant data and information to you during a fight, or you can carry me around with you like a cell phone when you're walking about the stations. I'll find you people to talk to, negotiate when buying equipment or ships and I'll manage the equipment of your ship as well as future tasks.



Now let's talk about my special abilities within a station:

In the display at the top left you can read the name of the station as well as its depth below the sea's surface. Underneath you'll see the six buttons for my menus. You can pick one of these using the arrow keys.

THE DIALOG MENU

You can enter into all available dialogs within the station using the button **Talk**.

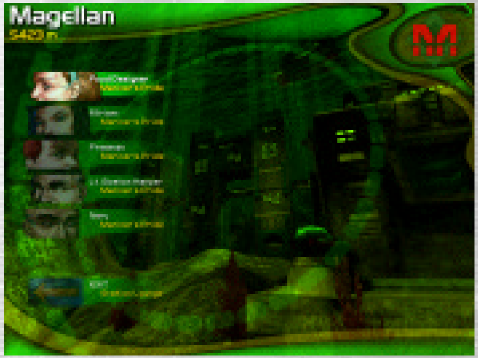
Then you can confirm this button by pressing <**Enter**>, so the dialog menu appears.

CHOOSING A DIALOG

My dialog menu shows you a list of characters, their names and current positions.

The portrait then only shows the initiator of the conversation. Sometimes, of course, more than two people can take part in a conversation.

I can only scan the currently available dialog partners. Sometimes you'll have new conversation partners after performing certain dialogs or tasks. If a station doesn't have any dialogs, that doesn't necessarily mean that you won't find a person to talk to here in the next mission.

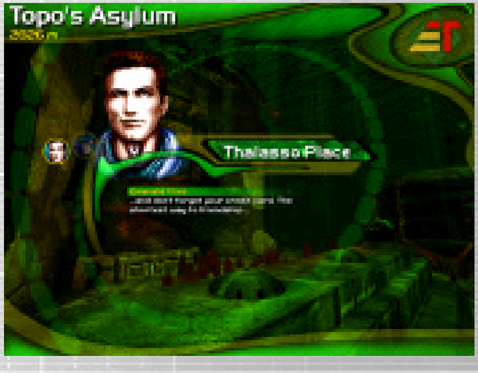


To choose a dialog, use the arrow keys and confirm it by pressing <**Enter**>.

If you want, you can, of course, also return to my main menu. For this purpose, pick the lowest entry in the list: **Exit Main Menu** or press the <**Esc**> key.

THE CONVERSATION

When you have selected a dialog, you'll see everyone taking part in the conversation on the left-hand side of the screen. The large portrait indicates who is talking at the moment. To the right-hand side of the speaker you'll see the speaker's current position. The text box below displays the dialog.



Press the **fire** button or <**Enter**> to access the next conversational paragraph.

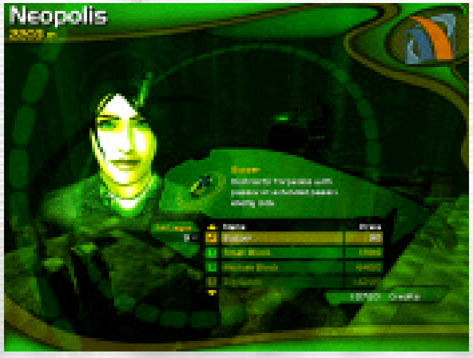
With <**Esc**> you can return to the dialog menu. You need to be cautious though: the present dialog will end. Information received there will most likely not be available a second time. The right information is of vital importance in Aqua!!!

THE SHOP MENU

In the shop you can purchase weapons, torpedoes, generators, buzzers and all manner of other items. For this select **Shop** and press <**Enter**>.

THE SHOP

In the middle of the screen you can see a list of the equipment items that are available at this station. This list is divided into three columns. The left column shows an icon for the kind of item. The following items are available:



Crosshairs	Weapons, with which you can arm your ship
Torpedo	Various types of torpedoes
Lightning	Generators for higher generator capacity
Spanner	Repair device of varying degrees of effectiveness
Star	Special items

The middle column indicates the name of the item, and the right column indicates its price.

Right at the bottom you'll find your current balance.

Scroll through the list with the arrow keys to pick an item. The item at the top is automatically selected. With the left arrow key you can buy the selected item at the top, or if you already own one of these items, you can sell it with the right arrow key.

On the left-hand side at the top of the list you can see exactly whether you can acquire this item (**Buy**) or sell it (**Sell**). The number underneath reflects the amount of this special item currently in stock.

REMEMBER: The stores of the individual Aquatories are huge; therefore there are hardly any limits to the amount of items. The storage capacity of a ship, on the other hand, is limited. I know you! If you should try to exceed this capacity, I'll refuse any more acquisitions! You will receive an audio signal, because at some point you'll have to stop buying! Don't worry: I'll also remind you if your balance doesn't allow you to go on shopping sprees.

OH ... BY THE WAY: There is no difference between purchase prices and selling prices, thus you won't lose anything if you hit the wrong key at some point!

If you press <**Esc**> you will be returned to my main menu.

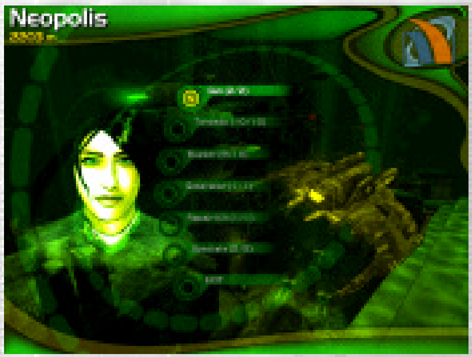
THE EQUIPMENT MENU

The button Equip allows you to re-equip your ship. But remember: you'll have difficulty finding another computer as caring as me!!!

To equip yourself with some useful accessories, you'll need to press <**Enter**> to open the equipment menu.

IN THE EQUIPMENT MENU

On the right of the screen, your current ship is displayed; to the left of that is a list of the equipment slots that are available to you with this type of ship. Later, better ships will be available and will have more slots than this salad bowl we got from El Topo. The individual slots are clearly and unmistakably indicated:



Weapons	A maximum of two weapons per ship may be taken into battle.
Torpedo (not all models)	If the ship has a torpedo launcher, you can stock up here on a certain number of torpedo units.
Buzzer (not all models)	If the ship has an automatic torpedo defense device, you can enter the model you want to have.
Generator	Here you can outfit your ship with a generator other than the standard one.
Repair device (not all models)	If you install a repair device into your ship, the worst damage will be repaired during battle. This would save us a lot of trouble!
Special item	Here you can fit other special items as well.

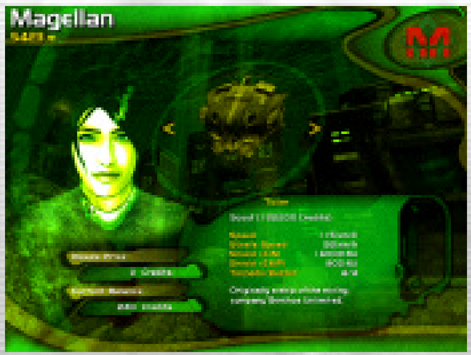
Of course, you can equip your ship only with items that you have purchased in the equipment shop, or items that you already own. If the ship does not offer you enough equipment slots to meet your demands, then perhaps you should look for a more sophisticated ship at the shop...

Once again, the respective equipment slot is selected with the arrow keys and confirmed with **<Enter>**. A list of choices then appears on the right, displaying only those items that can be mounted into the slot selected. This list functions in almost exactly the same way as the shopping list in the shop menu: here, however, the arrow keys are used to load or unload items into one's ship.

With **<Enter>** or **<Space>** you can switch back again to the list of equipment slots. From there you can either select a new slot or, by pressing **<Esc>**, return once again to my main menu.

THE SHIP MENU

By using the arrow keys to select the Ship button and pressing the **<Enter>** key, you go to the Ship menu. Your ship is shown in the middle of the screen. Using the arrow keys allows you to scroll through the list of available ships here as well.



Under the picture of the ship you'll see a list of technical details, which will make your choice easier.

The number under the entry Resale Price on the left-hand side will show you the actual price of a ship. Since you cannot own more than one ship, your old ship will be taken in exchange at purchase price when you buy a new one. You will be able to test several ships in test missions without taking a loss ... not counting the equipment you may use while testing.

Your current balance can be found underneath the entry for Resale Price.

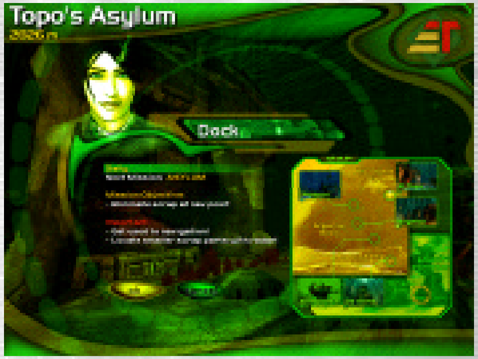
If you want to acquire a ship, you need to press the **<Enter>** key. Should you be tempted to spend more than you have, as always, I will restrain you: I'll keep you out of trouble!

As soon as you've finished shopping, you can return to my main menu using the **<Esc>** key.

THE DOCK MENU

With the button **Dock** you can leave the station.

Confirm this button with the **<Enter>** key if you want to open the dock menu.


Topo's Asylum
Dock

IN THE DOCK

In the dock you'll receive a choice of possible actions from me. These are usually possible missions you can take on, or other stations you can move your ship to.

Of course you may have to talk to people to be able to leave the station. If you can't see any mission or any other station in the list of choices, you should choose the last menu item: Back to Station.

Choose one of the possible actions with the arrow keys and press **<Enter>**.

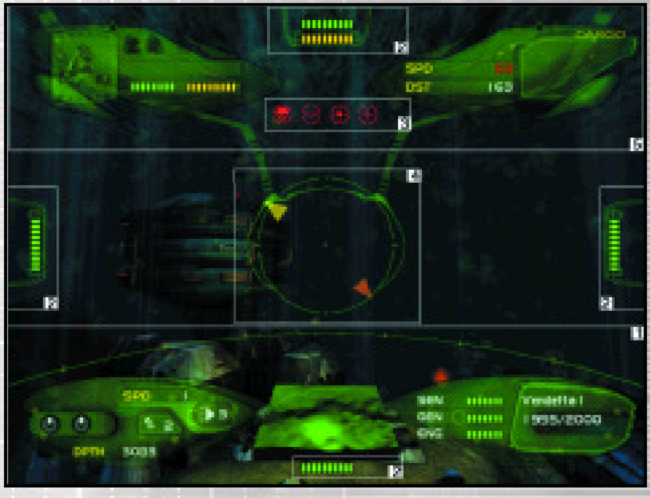
<Esc> will return you to my main menu.

OPTIONS MENU

In the Options Menu, you have the opportunity to view previously seen cut scenes (movies), to set the level of difficulty, to load a previously save game, or to save a game in progress. You can return to my main menu by using the **<Esc>** key.

If you're properly equipped with all you need, lean back and start to learn more about your cockpit. After all, masterful control of his vehicle is vital for any mercenary!!!

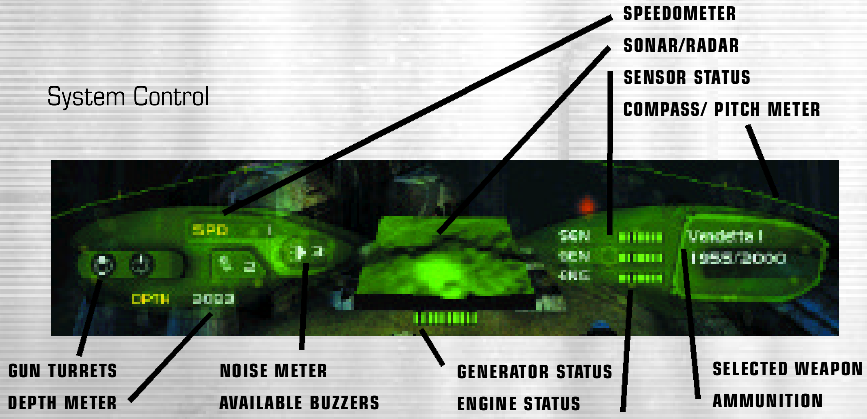
This image shows all available displays in the game.


1
2
3
4
5
SPD
DST
DPTH
SEN
GEN
ENG
Vendetta I

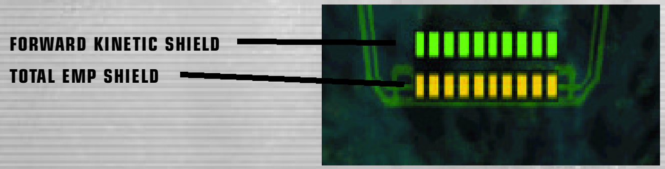
THE COCKPIT

1. Your ship's system status
2. Shields on the respective sides of your ship
Green = kinetic
Yellow = EMP
3. Menace displays
4. Targeting and locating device
5. Target status

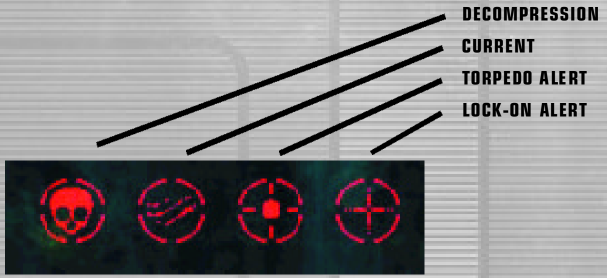
System Control


SPEEDOMETER
SONAR/RADAR
SENSOR STATUS
COMPASS/ PITCH METER
SPD
DPTH 2023
SEN
GEN
ENG
Vendetta I
1955/2000
GUN TURRETS
DEPTH METER
NOISE METER
AVAILABLE BUZZERS
GENERATOR STATUS
ENGINE STATUS
SELECTED WEAPON
AMMUNITION

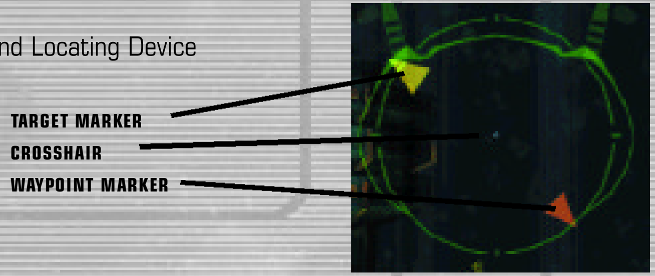
Shield Strength Display


FORWARD KINETIC SHIELD
TOTAL EMP SHIELD

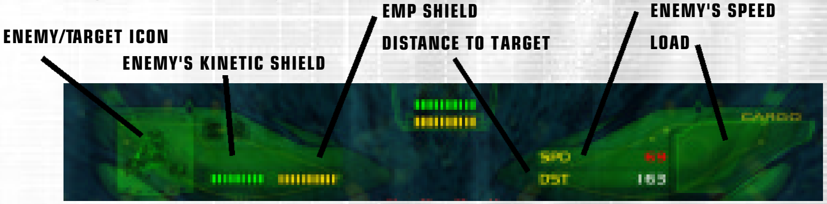
Menace Symbols


DECOMPRESSION
CURRENT
TORPEDO ALERT
LOCK-ON ALERT

Targeting and Locating Device

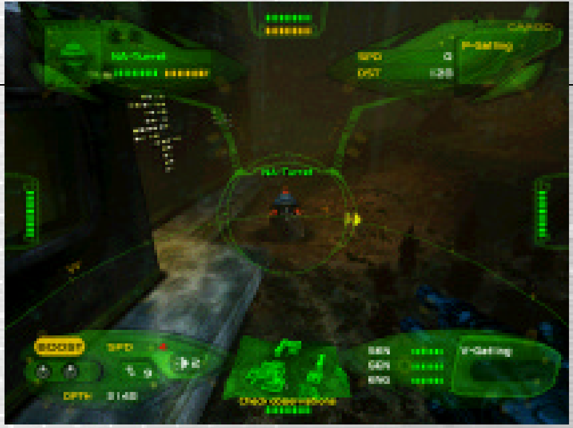

TARGET MARKER
CROSSHAIR
WAYPOINT MARKER

Target Status Display



BATTLE

The ships in Aqua are controlled using the keyboard and mouse, a joystick or a game pad. Here are the pre-set control options for keyboard, mouse and joystick: the user can adjust these in the Settings Menu, of course.



DEFAULT CONTROLS: SINGLE PLAYER

Function	Keyboard, Mouse	Joystick
Accelerate (travel forward)	W; up arrow	Button A
Brake, Reverse (travel backward)	S; down arrow	Button B
Strafe left	A; left arrow	Hat left, Z-axis (Roll-axis)
Strafe right	D; right arrow	Hat right, Z-axis (Roll-axis)
Strafe up	R	Hat up
Strafe down	F	Hat down
Horizontal Rotation	Mouse X-axis	X-axis
Vertical Rotation	Mouse Y-axis	Y-axis
Lock object	E, Mouse key 3 (middle)/ press mouse wheel	Button 3
Cycle forward through weapons	C, mouse wheel up	Button C
Cycle backward through weapons	X, mouse wheel down	Button D
Switch off engine	(press W to start the engine again)	S (press twice)
Start booster	W (press twice), mouse button 5	
Drop buzzer	TAB, mouse button 4	Button 4
Weapon: primary function, curtail in-game sequence	SPACE, mouse button 1 (left)	Button 1 (trigger)
Weapon: secondary function	V, mouse button 2 (right)	Button 2
Main menu, curtail in-game sequence		ESC
Pause game	PAUSE	

DEFAULT CONTROLS: MULTIPLAYER

Function	Keyboard, Mouse	Joystick
Accelerate (travel forward)	W; up arrow	Button A
Brake, Reverse (travel backward)	S; down arrow	Button B
Strafe left	A; left arrow	Hat left, Z-axis (roll-axis)
Strafe right	D; right arrow	Hat right, Z-axis (roll-axis)
Strafe up	R	Hat up
Strafe down	F	Hat down
Horizontal Rotation	Mouse X-axis	X-axis
Vertical Rotation	Mouse Y-axis	Y-axis
Lock object	E, mouse button 3 (middle)/ press mouse wheel	Button 3
Cycle forward through weapons	C, mouse wheel up	Button C

Cycle backward through weapons	X, mouse wheel down	Button D
Switch off engine (press W to start the engine again)	S (press twice), mouse button 5 (toggle)	
Start booster	W (press twice), mouse button 4	Button 4
Weapon: primary function, curtail in-game sequence	SPACE, mouse button 1 (left)	Button 1 (trigger)
Weapon: secondary function	V, mouse button 2 (right)	Button 2
Choose weapon:	Vendetta Gun	1
Choose weapon:	Vendetta Sniper	2
Choose weapon:	Plasma Gatling	3
Choose weapon:	EmpActor	4
Choose weapon:	Vendetta Gatling	5
Choose weapon:	Quantum Blaster	6
Choose weapon:	Laser Gatling	7
Choose weapon:	Sizzler	8
Choose weapon:	Torpedo launcher	9
Choose weapon:	Scalar howitzer	0
Main menu, curtail in-game sequence	ESC	
Chat console	TAB	

BATTLE STRATEGIES

Every battle strategy is derived from the objectives of combat: to destroy the enemy and to survive. These two objectives interact with one another, because a defeated enemy is no longer able to endanger your life… and the longer you live, the more enemies you can destroy. Any maneuver in a fight has one of these two objectives. The individual techniques with their respective advantages and disadvantages and the special aspects of a multiple enemy encounter will now be introduced here in greater detail. Learn about these maneuvers well if you want to live, because your enemies will know of them as well …

The **ENGAGE** maneuver is a maneuver in preparation for an attack, in which you try to get into an ideal shooting position. With most ships and ground vehicles, a position behind the enemy's keel line is ideal. This, above all, applies to firing slow-reacting torpedoes, which the enemy will find difficult to avoid from this position. If the target has gun turrets, you should approach it at a dead angle, which is different depending on the ship type.

While performing these maneuvers, always maintain sufficient distance from the target. Since the Engage maneuver doesn't represent an immediate attack or escape maneuver, you'll be an easy target when doing it. Particularly with fast moving targets, you should calculate exactly whether the strategic advantage of a better shooting position makes up for the risk incurred.

The **SIT & SPIN** maneuver is the easiest of all attack maneuvers. Most inexperienced pilots in AquaNox will use this technique quite often. With the Sit & Spin maneuver the pilot stops the boat, targets the enemy, opens fire and moves away in a different direction at full speed. Shooting from a full stop is usually more precise, since the pilot doesn't have to consider his own movement. Due to the sudden break at the start of the maneuver and the following speed-up, the enemy can't target the ship in time, thus the player is safe from shots for a short while. (The enemy cannot figure out the lead, i.e. the point where he needs to fire to hit a moving target.) If the targeting and attacking phase is too long though, the player will be an ideal target, especially in the case a multiple enemy encounter.

The **WAVE** maneuver is an attack maneuver performed while moving. In the Wave maneuver, the player aligns himself with the target, opens fire and advances, and then retreats to a certain distance from the enemy. Although targeting in a Wave attack is slightly harder than with the Sit & Spin variant, it offers essential benefits. These make it highly appealing, above all for a longer attack phase. With the aid of the Wave maneuver, the player always stays at a certain distance to the target, whether pursuing a ship or retreating to maintain the distance. The second advantage is that, due to the speed-up and the reactive change of direction, the player becomes harder for attackers to hit. However, the player is a relatively easy target for the ship attacked by means of such a maneuver.

The **STRAFE** maneuver is the most effective of all attack maneuvers, as it includes an escape component as well. Only ships with special side-beam-oars that allow the ship to move to the side can perform this maneuver. With the Strafe attack, the attacker is always aligned with the target and fires continuously. The side-beam-oars are then used to move as far as possible from the front to the back of the ship. In combination with the main engines, this will lead to an orbital movement around the enemy.

With this attack form it makes sense to maintain as close a distance as possible to the target in order to achieve the highest possible angular speeds to the enemy. This attack is most efficient when used against slow ships such as bombers or against ground vehicles, since it enables the player to remain in the line of the enemy without having to stop firing. If you should get into the nasty situation of being attacked by a Strafe attack, you can get out of it by counter-strafing. Since you are moving into the same direction as the enemy, you can avoid him getting behind you.

If the situation is getting too hot and you get hit too many times, then it's high time for an **Escape** maneuver. This helps you travel away from the immediate danger zone to get yourself into a better position to attack again. The escaping ship tries to blur the lead by doubling back, making it harder to target.

The length of the doublings depends on the maneuverability of the ship: the slower the ship is, the longer they should be. This maneuver is especially effective when performed at a right angle to the defender/target axis.

You should always try to move in the direction of your enemy to get behind him. Using the back thrust when the enemy is behind somebody has often radically changed the situation! In this context you must however consider the following: you shouldn't always escape, because with this maneuver you cannot target your enemies.

Some of the enemies you fight against know exactly when they're in the danger zone of your primary weapon, thus they can get themselves into safety using Escape maneuvers before you even hit the first time. Here you need to be persistent.

Sooner or later you'll see yourself **confronted with a whole group** of enemies. If you're lucky you'll have a wingman close at hand by then.

The rules of single fights also apply to fighting in a group; only two more aspects have to be kept in mind. Firstly you should stick to the target you started off with, unless you are forced to change due to an extraordinary event. Two ships whose shields are half reduced are as dangerous as two ships that aren't damaged at all. It is safer to completely destroy one target. Secondly you should concentrate your ship's fire and that of your allies on one target to reduce your enemy as fast as possible, because this is not about fair play, it's about surviving!!!

THE REAL MASTER of the underwater fight not only knows the perfect execution of all these maneuvers, but he also knows when and how to combine them. You'll also need to develop a certain feeling for when to use which weapons.

In the early stages of a fighter's career in AquaNox, you'll have to gather your own experience. Nevertheless, the preceding advice may help you to survive your first encounters.

SHIPS AND WEAPONS

TERMS

LOCKING TIME: The time a torpedo requires locking onto a target, i.e. to find and set course on a target.

IMPACT: Reveals the impact energy of a missile or torpedo in mega joules (MJ). See the difference between kinetic and electromagnetic energy under **Armor.**

TO LOCK ON A TARGET: To find and set course for a target.

AMMO USAGE: The weapons in AquaNox can roughly be divided into two classes: The first class fires ballistic ammunition with hard armor. The term **shell** applies to this kind of ammo. With one shot, a hard cover missile releases **1 shell**. The second class consists of the so-called "energy weapons" (such as the underwater laser), which require high amounts of energy to fire. These are calculated in **e-shells**.

ARMOR: KIN/EMP – There are basically two different kinds of attack weapons. The first cause direct damage to the ship on impact, whereas EMP weapons release an electromagnetic pulse on their target, which handicaps a ship's systems or even fries their components. There are special kinds of armor against both kinds of weapons.

SECONDARY MODE: The second mouse button (usually the right one) triggers a special mode. The effect and operation mode of a weapon vary in the secondary mode.

SNIPER MODE: With some weapons, the player can zoom in on the target, aim and fire. The sniper mode is a secondary function of some weapons (right mouse button).

STRAFE: This means driving sideways during an attack ride. This way the shots may be spread, but the attacker is harder to hit at the same time.

LEAD POINT: This is the point the shooter aims at in order to hit a moving target.

MANEUVERABILITY: Reveals whether a torpedo has its own maneuvering devices and how well these operate.

PLAYERS' SHIPS

TOILER

Class:	Scout
Speed	Forward: 115 km/h Backward: 79 km/h Horizontal: 58 km/h Vertical: 58 km/h
Acceleration time to max. speed	4.0 sec
Maneuverability	Spongy
Length	7.3 m
Armor: kin/EMP	16,000 MJ/900 MJ
Max. number of torpedoes	4

DROWSY MAGGIE

Class:	Small Freighter
Speed	Forward: 104 km/h Backward: 72 km/h Horizontal: 36 km/h Vertical: 36 km/h
Acceleration time to max. speed	4.2 sec
Maneuverability	Medium
Length	25.0 m
Armor: kin/EMP	25,000 MJ/1,100 MJ
Max. number of torpedoes	6

AVENGER

Class:	Scout
Speed	Forward: 140 km/h Backward: 97 km/h Horizontal: 68 km/h Vertical: 68 km/h
Acceleration time to max. speed	3.0 sec
Maneuverability	Medium
Length	10.5 m
Armor: kin/EMP	22,000 MJ/1,000 MJ
Max. number of torpedoes	6

TIBURON

Class:	Small Freighter
Speed	Forward: 126 km/h Backward: 86 km/h Horizontal: 36 km/h Vertical: 36 km/h
Acceleration time to max. speed	3.9 sec
Maneuverability	Direct (???)
Length	29.5 m
Armor: kin/EMP	37,000 MJ/1,400 MJ
Max. number of torpedoes	8

SKIPJACK

Class:	Scout
Speed	Forward: 166 km/h Backward: 115 km/h Horizontal: 83 km/h Vertical: 83 km/h
Acceleration time to max. speed	0.6 sec
Maneuverability	Spongy
Length	7.3 m
Armor: kin/EMP	20,000 MJ/ 900 MJ
Max. number of torpedoes	5

VORTEX

Class:	Scout-Bomber Hybrid
Speed	Forward: 137 km/h Backward: 97 km/h Horizontal: 68 km/h Vertical: 68 km/h
Acceleration time to max. speed	2.9 sec
Maneuverability	Medium
Length	22.8 m
Armor: kin/EMP	36,000 MJ/ 3,600 MJ
Max. number of torpedoes	8

SUCCUBUS 2

Class:	Scout
Speed	Forward: 169 km/h Backward: 119 km/h Horizontal: 86 km/h Vertical: 86 km/h
Acceleration time to max. speed	2.0 sec
Maneuverability	Medium
Length	16.6 m
Armor: kin/EMP	40,000 MJ/ 1,600 MJ
Max. number of torpedoes	10

VOODOO BREATH

Class:	Bomber
Speed	Forward: 130 km/h Backward: 90 km/h Horizontal: 65 km/h Vertical: 65 km/h
Acceleration time to max. speed	3.0 sec
Maneuverability	Direct
Length	20.7 m
Armor: kin/EMP	56,000 MJ/ 2,400 MJ
Max. number of torpedoes	14

PHOBOCASTER

Class:	Bomber
Speed	Forward: 180 km/h Backward: 126 km/h Horizontal: 90 km/h Vertical: 90 km/h
Acceleration time to max. speed	2.0 sec
Maneuverability	Direct
Length	19.2 m
Armor: kin/EMP	48,000 MJ/ 1,940 MJ
Max. number of torpedoes	12

WEAPONS AND TORPEDOES

GUNS

VENDETTA GUN

The Vendetta is a standard turret, which you will get to know first of all. There are actually three different types of these turrets, which can be upgraded differently depending on the variant.

The Vendetta I has one barrel; the Vendetta II has two and can be reloaded much more quickly. Several ultra-heated full metal casings with a range of 500 meters are fired per salvo. The kinetic impact is not very high, but sufficient for certain operations.

The Gatling variant is equipped with three rotating barrels. The recharge time per salvo is thus cut down considerably, but it provides less aiming accuracy compared with the other two versions.

VENDETTA 1

Impact	Kinetic impact: 140 MJ
Missile speed	Fast
Range	500 m
Loading time	0.4 sec
Ammo usage per shot	1 shell
Secondary function: Sniper mode	
Greater damage, slower reload time.	

VENDETTA 2

Impact	Kinetic impact: 140 MJ
Missile speed	Fast
Range	500 m
Loading time	0.2 sec
Ammo usage per shot	1 shell
Secondary function: Sniper mode	
Greater damage, slower reload time.	

VENDETTA GATLING

Impact	Kinetic impact: 140 MJ
Missile speed	Fast
Range	500 m
Loading time	0.1 sec
Ammo usage per shot	1 shell
Secondary function: Triple shot - loading time: 0.4 sec, exact firing, triple damage.	

PLASMA GUN

There are three different types of Plasma Gun: a normal version, a double-barreled one and a Gatling version with fast rotating barrels.

The two single-barrel versions have a high kinetic impact and a low EMP effect. The Gatling version recharges very fast, has a high firing rate and no EMP effect.

Plasma weapons work according to the following principle: an enormous laser beam generates a vacuum channel through the water in the blue-green range of the spectrum. A plasma beam bundled by magnetic technology shoots through this channel towards the target. Plasma is a greatly heated mixture of hydrogen gas (several million degrees Kelvin), in which the atoms become ionized. This means that the electrons have been torn out of their orbits around the nucleus. To put it simply, our sun consists of plasma. The beam enters the vacuum channel at a speed of about 10 million kilometers per hour.

Apart from the high kinetic impact, the plasma weapon also causes a burst of X-rays in the hull of the ship it hits. This radiation sets off an EMP (electromagnetic pulse). Depending on the point of impact, parts of the ship's electric systems will break down.

Plasma Gun 1 and 2 fires at the target point, the Gatling fires a spread of projectiles.

PLASMA GUN 1

Impact	Kinetic impact: 400 MJ EMP: 4 MJ
Missile speed	Medium
Range	300 m
Loading time	0.4 sec
Ammo usage per shot	1 e-shell
Secondary function: Sniper mode Greater damage, slower reload time.	

PLASMA GUN 2

Impact	Kinetic impact: 400 MJ EMP: 4 MJ
Missile speed	Medium
Range	300 m
Loading time	0.2 sec
Ammo usage per shot	1 e-shell
Secondary function: Sniper mode Greater damage, slower reload time.	

PLASMA GATLING

Impact	Kinetic impact: 400 MJ EMP: 4 MJ
Missile speed	Medium
Range	300 m
Loading time	0.12 sec
Ammo usage per shot	1 e-shell

Secondary function: loading time 0.2 sec, fires at the target point, remaining values see above.

LASER GATLING

The laser Gatling is a quickly rotating laser weapon that can reload in just 0.1 seconds. It has a range of 200 meters and medium kinetic impact. This laser weapon is one of several so-called direct energy weapons (DEWs) used in AquaNox. When first considered, the use of a laser beam weapon under water seems impossible. But in the 27th century the blue-green lasers of the nanometer range became perfectly able to penetrate even water.The primary mode fires a spreads of laser pulses; the secondary mode fires at the target point.

Impact	Kinetic impact: 700 MJ
Missile speed	Medium
Range	400 m
Loading time	0,12 sec
Ammo usage per shot	2 e-shells

Secondary function: Multiple shot (simultaneous shot) 2,000 MJ damage.
Loading time: 0.6 sec, 6 e-shells per shot

EMPACTOR

The EMPactor ploughs through the deep sea like blue ball lightning. Upon impact with the target object, its burning metal casing made of a titanium, oxygen and magnesium alloy eats its way through the target's hull and causes a severe electromagnetic pulse impact with a gamma ray burst. The target is thus weakened or even paralyzed, and can be easily boarded or destroyed.

Impact	EMP: 62 MJ
Missile speed	Medium
Range	200 m
Loading time	1.0 sec
Ammo usage per shot	4 e-shells

Secondary function: Shorter reload time, less impact as a result.

HITMAN

These tungsten grenades with an ultra-hardened uranium nucleus and an impact detonator, which gives them their name, have an enormous kinetic impact. They may appear to be slow moving and spin helplessly around in the water, but their effect is truly devastating. An excellent weapon against fixed targets and in skirmishes.

Impact	Kinetic impact: 1,800 MJ
Missile speed	Slow
Range	300 m
Loading time	1.2 sec
Ammo usage per shot	15 shells

DOOM MORTAR

Some of you might still remember the Doom Mortar from the time of the first great Biont war. The scientists of Machina Antarctica have since refined its technology to make it one of the most powerful weapons in Aqua.

In principle, the core of the projectile consists of an ultra-hardened special alloy of silicone-carbide and tungsten, while the outer layer is made of nanotechnologically manipulated C-60 carbon. Between the outer layer and the core is a sphere filled with a nanodust of titanium and magnesium, which is heated to extremely high temperatures by gamma rays just before a shot is released. When firing the weapon, the outer layer releases the burning metals gradually through an array of carbon turbine bucky-tubes. When hitting the target, an extremely powerful kinetic wave of destruction is released, while at the same time the target object is paralyzed by an ultra-high frequency electromagnetic pulse.

The Doom Mortar is an extremely effective weapon, which definitely teaches its targets the meaning of the word Doom.

Impact	Kinetic impact: 2,300 MJ EMP: 60 MJ
Missile speed	Slow
Range	200 m
Loading time	2.0 sec
Ammo usage per shot	12 e-shells

Secondary function: Twice the damage, twice the reload time.

SIZZLER

The natural phenomenon of an underwater laser. An enormous blue channel of evaporated water paves the way to the target, a highly energetic particle beam hits the target with unstoppable energy. The sizzler is "irresistible", so to speak - meaning nothing has a chance of withstanding against the impact of its awesome power.

Impact	Kinetic impact: 6,000 MJ
Missile speed	Fast
Range	200 m
Loading time	4.0 sec
Ammo usage per shot	50 e-shells

Secondary function: Sniper mode
Range: 300 m

TORPEDOES

STANLEY

Impact	Kinetic impact: 8,000 MJ
Max. speed	430 km/h
Life	3.4 sec
Reload time	5 sec
Maneuverability	Unguided
Volume	Medium
Locating system	None
Diversion	Not possible

Every battle pilot's best buddy. The Stanley torpedo is straightforward, simple and reliable in combat against both ships and tanks.

THRESHER SHARK

Impact	Kinetic impact: 10,000 MJ
Max. speed	223 km/h
Lifespan	6.0 sec
Reload time	5 sec
Maneuverability	Good
Volume	Medium
Locating system	Passive
Diversion	Buzzers, loud objects

Straight after being fired off, this torpedo locks on to the enemy. Since it can be easily diverted by sounds etc. it is rather ineffective in large battles. Mostly effective against single enemies.

BULL SHARK

Impact	Kinetic impact: 20,000 MJ
Max. speed	223 km/h
Lifespan	7.0 sec
Reload time	5 sec
Maneuverability	Bad
Volume	Medium
Locating system	Passive
Diversion	Buzzers, loud objects

Higher impact power than the "Thresher", but just as easily diverted by noises (e.g. buzzers).

TIGER SHARK

Impact	Kinetic impact: 12,000 MJ
Max. speed	245 km/h
Lifespan	8.0 sec
Reload time	5 sec
Maneuverability	Good
Volume	Medium
Locating system	Passive
Diversion	Buzzers, loud objects

Tiger Sharks can be diverted by sounds as well, but in comparison to the preceding torpedoes it is more agile and faster.

MAN EATER

Impact	Kinetic impact: 14,000 MJ
Max. speed	288 km/h
Lifespan	10 sec
Reload time	5 sec
Maneuverability	Very good
Volume	Medium
Locating system	Enhanced passive
Diversion	Buzzers

Even in the first great Biont war five years ago, the Man Eater was one of the most famous and dangerous torpedoes. In the meantime it has been upgraded. It is extremely difficult to outmaneuver or diverted, and will incessantly follow its target.

HAMMERHEAD SHARK

Impact	Kinetic impact: 10,000 MJ
Max. speed	324 km/h
Lifespan	15 s
Reload time	5 s
Maneuverability	Very good
Volume	Loud
Locating system	Optical
Diversion	Impossible

This torpedo would usually reach supersonic speed in the water; but following the last international convention on warfare in Floating Bombay, uses of these weapons are now prohibited. Nevertheless, the Hammerhead is still the best, and most expensive torpedo in Aqua. There is basically no way of escaping it. It cannot be diverted by sounds. Once it has locked onto its target, it is virtually impossible to outmaneuver it.

FLASH SHARK

Impact	Kinetic impact: 1,000 MJ EMP: 400 MJ
Max. speed	245 km/h
Lifespan	10 sec
Reload time	5 sec
Maneuverability	Very good
Volume	Low
Locating system	Enhanced passive
Diversion	Buzzer

This pure EMP weapon is a very special torpedo. The Flash locks on to its target, hunts it down with relatively high speed and penetrates the outer hulls of the victim, releasing major gamma beam bursts. These result in an electromagnetic pulse (EMP), which weakens or even paralyzes the enemy. The ideal solution if you want to conquer a ship without damaging it too much.

Big Bang 1	
Impact	Kinetic impact: 40,000 MJ
Max. speed	90 km/h
Lifespan	20 sec
Reload time	5 sec
Maneuverability	Low
Volume	Loud
Locating system	Optical
Diversion	Impossible

The Big Bang is the best torpedo of all. It approaches its target at an almost leisurely pace, therefore it would be useless to use it in a heavy battle against fast and nimble enemies. However, as an anti-frigate or anti-building torpedo, it is ideal. Upon impact, the explosion will literally cause the surrounding sea to boil. But watch out: Due to its slowness the Big Bang 1 can be shot down easily as well.

BIG BANG 2

Impact	Kinetic impact: 60,000 MJ
Max. speed	54 km/h
Lifespan	33 sec
Reload time	5 sec
Maneuverability	Low
Volume	Loud
Locating system	Optical
Diversion	Impossible

Just like the Big Bang 1, the second version is an anti-frigate or anti-building torpedo. It is even slower though and makes its way straight to the target. Its effect is more devastating. Even the best armor plates and the hardest hull cannot withstand it.

LEECH

Impact	Kinetic impact: 1,000 MJ EMP: 1,000 MJ
Max. speed	360 km/h
Lifespan	7 sec
Reload time	5 sec
Maneuverability	Extremely good
Volume	Low
Locating system	Optical
Diversion	Impossible

The Leech is a hellish variant of the Flash Shark. It is equipped with an enormous EMP effect on impact. Nothing can stop this ultra-fast sporty number; nothing can escape the nimble hell missile. During the first great Biont war five years ago, the Leech was the ultimate weapon against the Biont ships.

MULTIPLAYER WEAPONS

WEAPONS:

The following is a listing of the weapons, sorted according to strength. All weapons are quoted along with primary and secondary function.

Respawn-time for the weapons amounts generally to 25 seconds.

VENDETTA GUN

Primary: Zero hour projectile. Low rate of fire. Low damage.

Secondary: Instant impact sniper projectile. Extremely slow rate of fire in zoom mode. Damage low, unless a weak spot is hit. Immediately lethal if a weak spot is impacted. Extreme range.

VENDETTA SNIPER

Primary: Zero hour sniper projectile with extremely slow rate of fire. Low damage.

Secondary: Instant impact sniper projectile with extremely slow rate of fire in zoom mode. Damage low, unless a weak spot is hit. Immediately lethal if a weak spot is impacted. Extreme range.

PLASMA GATLING

Primary: High speed flying projectiles. High rate of fire. Medium dispersal. Medium damage. Medium range.

Secondary: High speed flying projectiles. Medium rate of fire. No dispersal. Medium damage. Medium range.

EMPACTOR

Primary: High speed flying projectiles. High rate of fire. No dispersal. Medium damage (EMP). Medium range.

Secondary: High speed flying projectiles. Extremely slow rate of fire. High splash damage (EMP). Extremely large splash radius. Medium range.

VENDETTA GATLING

Primary: Zero hour projectile. Very high rate of fire. Powerful dispersal. Low damage. Extreme range.

Secondary: Zero hour projectile. Medium rate of fire. No dispersal. Medium damage. Extreme range.

QUANTUM BLASTER

Primary: Twelve simultaneously released high speed flying projectiles. Very slow rate of fire. Extreme dispersal. Short range. Extreme damage but only at extremely close range.

Secondary: NONE

LASER GATLING

Primary: High speed flying projectiles. High rate of fire. Low dispersal. Medium damage. High range.

Secondary: High speed flying projectiles. Medium rate of fire. No dispersal. Serious damage. High range.

SIZZLER

Primary: Very high speed laser gun. Extremely slow rate of fire. Medium life-time. Extremely serious damage. Very high range.
Secondary: NONE

TORPEDO LAUNCHER

STANLEY-TORPEDO Extremely high speed. Extremely serious splash damage. Medium splash radius. Unguided.
HAMMERHEAD-TORPEDO High speed. Serious splash damage. Medium splash radius. Very agile.
LEECH-TORPEDO High speed. Serious splash damage (EMP). Medium splash radius. Very agile.
BIGBANG-TORPEDO Slow speed. Medium splash damage. Large splash Radius. Very sluggish.

ITEMS

AMMO - SHELLS

Ammunition for Vendetta Gun, Vendetta Sniper and Vendetta Gatling.
RespawnDelay: 25

AMMO - ENERGY-PACKS

Ammunition for Vendetta Gun, Vendetta Sniper and Vendetta Gatling.
RespawnDelay: 25

AMMO - EMP-CHARGES

Ammunition for the EmpActor.
RespawnDelay: 25

AMMO - SIZZLER-CORES

Ammunition for the Sizzler.
RespawnDelay: 25

REPAIRDEVICE +25

Repairs 25% of shield.
RespawnDelay: 25

REPAIRDEVICE +50

Repairs 50% of shield.
RespawnDelay: 25

ARMORSHARDS +5

Adds 5% to shield, up to a maximum of 200%
RespawnDelay: 25

ARMORSHARDS +25

Adds 25% to the shield, up to a maximum of 200%
RespawnDelay: 25

POWER ITEMS

Here is a listing of the Power Items. Power Items are items, which are very seldom found and are of very great value. All of these Power-Ups are never all together in one Map and these items are usually only available once per Map and are highly contested or hidden.

Power Items have varying respawn times.

BOOSTER

Gives a certain number of booster loads (temporarily improves speed).
Duration: until used up.
RespawnTime: 90 seconds.

ARMORSHARDS +100

Adds 100% to the shield, up to a maximum of 200%.
Duration: until used up.
RespawnTime: 60 seconds.

ABSORBERSHIELD

Adds an extra shield to absorb 100 hits.
Duration: until used up.
RespawnTime: 120 seconds.

MAXDAMAGE

Doubles the damage a weapon serves out.
Duration: 25 seconds.
RespawnTime: 90 seconds.

CLOAKINGDEVICE

The ship is made invisible.
Duration: 25 seconds.
RespawnTime: 120 seconds.

ENGINEAMPLIFIER

Particular ship is made 25% faster and more agile.
Duration: 25 seconds.
RespawnTime: 90 seconds.

SCALAR HOWITZER

A particular ship is equipped with an ultra-powerful laser gun. This piece of artillery can only be fired once; it annihilates all other ships that make contact with the beam.

Duration: until used up.
RespawnTime: 60 seconds.

TERMS

ZERO HOUR PROJECTILE

An extremely fast projectile (4000 meters per second), i.e. reaches its target immediately upon release.

ZERO HOUR SNIPER PROJECTILE

An extremely fast projectile (4000 meters per second), i.e. reaches its target immediately upon release and additionally offers the chance of HeadShots.

FLYING PROJECTILES

Projectiles that operate a different speeds, therefore will only reach the target after some delay of the release. With these missiles and most of the energy weapons, one has to aim at a lead point to hit the target.

LASER GUN

A weapon that fires a pulse of energy through space. The pulse travels directly out from the line of sight of the particular ship. All objects (apart from the object that triggered the pulse) that the pulse contacts suffer damage. Objects will stop further progress of the pulse; you cannot therefore shoot through walls or ships.

HEADSHOT

A hit in the weak spot of a ship, usually the cockpit, with a zero hour sniper projectile. This hit immediately destroys the ship struck. Only if the victim has an AbsorberShield at its disposal can it survive such a strike.

SPLASH DAMAGE

This is collateral damage taken while within the Splash radius of a weapon that has nearly missed its intended target, but has impacted on an object nearby.

SPLASH RADIUS

The area of effect of the weapon upon impact with an object or target.
Life-time
Duration of continuous firing of the beam of a laser gun.

FURTHER EQUIPMENT

GENERATORS

The generators are divided into three groups, mainly according to purchase price: Their main distinguishing factor is the loading time.

SPECIAL ITEMS

TURBO-BOOSTER: ultra-heated gases enhance the battle boat's propulsion for a short period.

SILATOR: lower the noise of the engine and make it harder for the enemy to find the boat.

BUZZER LAUNCHER

Effective defensive system against certain torpedoes, which are diverted by the disrupting sounds of the buzzer. Every ship can carry a certain maximum number of buzzers

REPAIR KITS

The hulls of a battle boat are very complex structures. Special nanostructures make possible to instantly repair damage via micro-technological robots.

CLASSES OF ENEMY

GUN TURRETS

These defensive cannons can be mounted on rock ledges (ground turrets) or on battleships (ship turrets).

Torpedo turrets only fire torpedoes and are extremely dangerous.

To destroy them, one needs to recognize their dead angle. (Caution: the dead angle of these turrets is bigger than that of ground turrets, but they will usually be covered by many other turrets).

The special thing about these turrets is their locating system, which is based on optical perception. This detection type can encompass a wide sweeping range, which depends on the orientation of the turrets.

Their second locating system is acoustic, it usually doesn't have the same range as the optical one, but it operates in all directions. According to the quality of the acoustic locating system and the noise level of your own ship, you can approach the turrets without being detected. If a certain distance is crossed, even the least noisy engine will not prevent discovery. You'll be detected and attacked!

TANKS

Tanks are mainly used to protect ground targets. Usually they're not very maneuverable and they cannot leave the ground, but they're exceedingly well protected and are equipped with heavy firepower. Due to their special alloys, Aqua tanks are tough to crack. There are light and heavy versions available.

SCOUTS

Scouts are the smallest but most maneuverable class of battleship. Scouts don't have excessive weaponry (only some torpedoes and board cannons), but they're extremely fast. A scout can even be a threat to a bomber with an inexperienced pilot.

Every power bloc in Aqua has their own version of this class and, of course, the different pilots have their various tactics and maneuvers. Every scout can launch so-called "buzzers", i.e. probes which release distracting sounds to divert certain types of torpedoes.

BOMBERS

With their massive armor and numerous weapons systems, bombers are dangerous enemies. They're mostly used to cover flanks or to escort frigates or battleships.

There is no point in trying to fight a bomber with Stanley torpedoes. The only chance a scout pilot stands against a bomber is his speed (bombers are rather ponderous and slow) and expensive, highly effective torpedoes.

FRIGATES

Frigates are the battleships' little sisters. They usually have the coordination center of a battle group on board. Nobody can eliminate a frigate on their own; this calls for the coordinated effort of several ships. Frigates are usually escorted by bombers and scouts or reconnaissance ships.

A frigate's turrets are numerous and its torpedo stores are not likely to run out during battle.

> "HE WHO FIGHTS WITH MONSTERS MIGHT TAKE CARE LEST HE THEREBY BECOME A MONSTER. AND IF YOU GAZE FOR LONG INTO AN ABYSS, THE ABYSS GAZES ALSO INTO YOU."
>
> —Nietzsche, Beyond Good and Evil

THE HISTORY OF AQUA

From the Channel Omega contribution "Pioneers of the Depths" by Kaz Stealth. (2665) The following text was written by 2nd grade Professor Charlotte Gillmore, Machina Antarctica. The data in square brackets reflect a rough timeline of the history of Aqua as Channel Omega has created it.

[2014-2050]

The People's Republic of China, South-East Asia, India, Europe and the USA construct the first long-term underwater habitats. The stations are all modularly built (ISS and MIR 2 standards), thus they can be expanded at any time. The Chinese reach the deepest point with 6,000 meters at the slope of the Mariana Trench.

In the independent states of the former Soviet Union in the Balkans as well as in numerous other trouble spots all over the world, the first rounds of combat begin.

Beginning of a mass exodus from Australia due to reduction of the ozone layer.

Progressive destruction of the rain forests.

Virus epidemics and cancer cases increase at an explosive rate.

Fundamentalist religious wars shatter the Near East and South America.

Economic war between the USA and Japan.

[2030]

India releases the first H-bomb on Pakistan.

Collapse of the UNO.

[2061]

Official settling of the oceans.

CHARLOTTE GILLMORE: At this point of time, migration was fully underway and was soon to be finished.

Vast primitive refuge habitats were created out of Chinese and Japanese scientific stations in the Mariana Trench, as well as the North Atlantic states in the Biscaya and the Arabian-Indian nations in the Gulf of Bengal. Already in

2030, more than fifty thousand people were working in the oceans.

Life on the stations was extremely hard and, due to the high pressure and dubious respiratory gas mixtures (some of which are still in use today), most inhabitants of the seas developed nerve infections, bone necrosis and cerebral infarcts.

In spite of all that, the stream of refugees into the stations never stopped. Despite the wartime restrictions, important know-how and an immense degree of technology was smuggled into the oceans.

Some of the more modern governments started to support the migration into the deep seas. Habitats became stations, stations became complex cities.

In 2100, the foundation stone was laid for Aqua. The prevailing fight for survival in the hostile environment of 200 - 500 bars of crushing pressure from the sea welded the people of all nations together. Information and material were exchanged.

[2105]

Foundation of the Global and Independent Commission for the Development of New Energy Techniques, means of Transportation and Respiratory Gas Production by the three great sub-oceanic alliances: the Indian-Arabian Alliance in the Arabian Sea, the North-Pacific Alliance as well as the North-Atlantic Alliance.

The foundations for the later EnTrOx Company are laid.

[2142]

The EnTrOx Company is founded. It will now mainly be led by private economy. The van der Waal clan will look after its management from now on, in the manner of a sort of hereditary monarchy.

CHARLOTTE GILLMORE: There were common mining projects of all major powers to exploit important resources for the erection of habitats such as iron, tungsten, carbon and niobium.

The electromagnetic pulse of the antimatter meteorite had no effects underwater. Of course, there were some flood waves, but primarily the surface of Terra was converted into a kind of hell. Calculations will prove that even the axis of the earth was slightly out of line due to the one sided melting of the icecaps. For this purpose, scientists would have to travel to the surface though.

[2178]

Long Akira appoints himself Shogun. The former Conductate now becomes an official Shogunate, which is led by the Shogun at the top of its strict hierarchy. His power will be passed on by inheritance. Akira's main focus lies in the development of new weapon techniques and the establishment of a functioning military structure, which influences all parts of society in the Shogunate, right up to the present day. Without military service, there will be no way forward for teachers, scientists or even simple workers. Many people flee to the territory in the Eastern Pacific off the South American coast known as the "Tornado Zone".

CHARLOTTE GILLMORE: During the following centuries, science mainly focused on the development of underwater towns, ship technology, propulsion systems (which had their peak in the establishment of dipole propulsion and supercavitation technology), projects of nuclear fusion and other life supporting technologies.

Entire branches of science were forgotten. Their discoveries, which must have been massive even in the 21st century, were neglected.

[2587]

In 2587, former scientists of the EnTrOx Company establish a monstrous science station with the financial support of some unknown sponsors in the South Polar Sea, the ”Machina Antarctica“.

CHARLOTTE GILLMORE: Only during the last hundred years has science returned to the investigation of quantum physics, molecular chemistry, genetics and species biology.

From the dead waters of the oceans, sealed with thick matter covers, some clean and oxygenous terrains with their own biological cycles came into existence. These were not based on a photosynthesis-based food chain, but rather on a chemosynthetical one, which originated from countless hot and cold vents in the central oceanic ridge and subduction zones in the Pacific.

[2611]

Establishment of a ground covering net of "jumpstars", the so-called "Entropoints", where the new, 500 meter long ships with their dipole propulsion and supercavitation technology can dock.

Start of a new world trade, and consequently beginning of a new protectionism.

[2650]

Peace conference in New Bombay, where a peace treaty between three great power blocs will be signed.

[2655]

Unemployed mercenaries found a mercenary syndicate in the Pacific to be able to fulfill the greater demands.

[2661]

The world Aqua is facing a new test of survival. The disloyal general of the Shogunate Akira nearly initiates a war throughout the whole of Aqua together with a weapon smuggling circle, whose bosses are the clan's chief Zalman and EnTrOx boss Leo van der Waal. In the Red Sea, Admiral Wodja Ping concludes the crisis with his kamikaze attack on Akira's battleship.

But now the Bionts are attacking, a bio-robotic species whose origin nobody knows. Emerald Flint, the Ronin Hong Long and the Oceanoid SEM save the world when they manage to defuse the Bionts' dangerous seism bomb in the Mariana Trench and contribute to the destruction of their bridgehead "Survion" before Australia.

CHARLOTTE GILLMORE: Inhabitants of the sea were genetically reproduced and adapted to the new water conditions (colder, saltier, less oxygen). Near the big centers such as Neopolis (Biscaya), Floating Bombay (Gulf of Bengal) and Wostock (North-West Pacific), bigger and bigger kinds of species were found, because the oxygen enrichment of the water by means of special facilities, as well as the existence of nutrient sources, generated an important basis for living.

The humans in Aqua designed their ecological system and their surroundings as best they could. The fact remains, however, that humans will never really be at home in this world. It will continue to have the status of a high-pressure prison to them for a long time to come.

AQUATORIA

ATLANTIC FEDERATION

Center:	Neopolis, 2203 m
Further station:	Jules, 2426m Deepdraft I, 4585m Deepdraft II, 4400m The Parliament Complex The Fusion Power Plant

In the North Atlantic lies the center of one of the most powerful power blocs of Aqua: Neopolis, capital of the Atlantic Federation.

The loose North-Atlantic alliance, which was founded by parts of the former states of the NATO, was united to a close federation in 2112. This was a reaction to the foundation two years previously of the monarchist "Conductate" in the North-West Pacific erected by Long Guiwen, which was transformed by Long Akira to the "Shogunate" in 2178.

"The power bloc in the Philippine Sea" and the presence of the Conductator became too great for the inhabitants of the North Atlantic. When, in 2135, Long violated the Global Contract of Control and Application of Nuclear Fusion, a general rearmament began. Powerful armies of soldiers and mercenaries were founded.

Since 2112, the government of the Federation has been led by a democratically elected parliament, headed by a President. Councils of ministers, committees and opposition parties vow to maintain democratic principles.

Founded by some of the former members of the NATO, Neopolis regards itself as a democratic world defending human rights and the freedom of the individual, in contrast to the military dictatorship of the Shogunate (the former Conductate) in the Philippine Sea, and the nepotism of the Clan Union (Indian Ocean).

But the glory is fading away.

After the end of the Cold War and the conclusion of peace treaties with the Shogunate, new political trends are starting to grow popular in Neopolis.

New, young politicians from the techno-business universities are replacing the old stolid campaigners.

New slogans and buzzwords can be heard everywhere: transhuman bioengineering, anti-sleeping laws, relaxed laws on firearms within the habitats, and a lowering of wage costs.

A month ago, a state of emergency was declared in parts of the Federation, in Neopolis in particular. The elections have been stopped by a complicated calculation of the so-called pre-elective distribution of the seats in the city's parliament, which was almost outside the law. Also, the Mayor has been replaced by an interim regent called Kristina dePonto (High Commander of the North Polar Garrison) who is very close to the military forces. People are campaigning and going on strikes. The population is divided. The young like the thought of a "quantum leap in technology" and an "evolutionary leap towards transhuman beings", while the old see the real problems very clearly: a stagnating economy, a crisis of wages, pollution of the habitats, etc.

New hope is raised by the secret project "Brainfire" that is going to be realized in the Pacific.

TORNADO ZONE

Center	Atacama-City, 5285 m
Minor stations:	Lima I, 1728 m Lima II, 2283 m Scavanger, 2540 m

A proverb says: "In the Tornado Zone you can have whatever the Clan Union denies you."

The far-reaching aquatory of the Tornado Zone lies in the East Pacific along the coastline of South America and stretches from Hawaii to the Tierra del Fuego. In the 22nd century, a number of refugee stations were built along the edges of the deep-sea trenches of Peru, Atacama and Chile. Their population stemmed from all over the world.

Very soon, the Tornado Zone became a gathering place for all sorts of pirates, anarchists, free thinkers and victims of persecution. Expelled dukes of the Indian-Arabic Clan Union built up their aquatories here. Warlords from all over gradually spread into the Zone. Turbulent centuries of civil war, terror and lawlessness followed. High-ranking but dissatisfied officers of the other power blocs in Aqua gathered followers around themselves and founded cities like the legendary "Atacama City" in a cave in the rocks off the Chilean coast.

Renegade military officers from the dictatorial Shogunate in the Philippine and South Chinese Sea found their second home here along with worldwide prosecuted criminals, smuggling rings, secret organizations and all manner of refugees from civilization.

In the course of the centuries the Zone acquired a famous and notorious aura of creative and lawless chaos. Industrial smuggling, illegal gunrunning, forbidden scientific experiments as well as the freedom of the individual characterized the Zone. At the beginning of "AquaNox", Iwan King (a deserted officer of the Shogunate) is the only remaining warlord. He is concerned about the autarky of the Zone, but tries to establish international relationships with other big powers, especially the Atlantic Federation. The Tornado Zone becomes capable of building a state of its own.

But whether they are extremely dangerous or just lovable, enough crazy creatures, pirates and screwballs are hiding in the canyons of the continental slope, in the deep-sea trenches and in the mountain ranges of the Zone. The Zone is the main trade center for organized smuggling worldwide, a refuge for the persecuted and large enough to hide in forever.

Emerald Flint, the protagonist of the first great Biont war was born here. And he keeps coming back, not so much for reasons of sentimentality, but rather because here there prevails an anarchic atmosphere of freedom, awakening and resistance to any conventions.

ENTROX CORPORATION

Center:	Headquarters, 2365 m
Minor stations:	Gotham, 1977 m

After the conflict with Conductator Long in 2135, in 2142 the former international control and science station on the Straits of Florida became an authority under the direction of the Atlantic Federation and received the name EnTrOx (Energy-Transport-Oxygen). The task of the EnTrOx Company was to find a solution to the long-lasting problems with the composition of the respiratory gas under conditions of high pressure as well as to secure a worldwide supply of fusion energy.

The headquarters of the by now internationalized company is the Atlantic off Florida in the Straits of Florida. The Gulf Stream (unable to flow on the surface) has moved into the deep and creates an enormous current there, which seems to be made for the production of energy. It is similar to another EnTrOx branch in the Denmark Strait, where a deep-sea waterfall, 1000 m high, carries millions of cubic liters of water per second.

The company provides the larger parts of Aqua with the breathing gas, Helinox (on which they have a patent), the know-how for the most modern fusion power plants and the technology for the ultra fast "jumpships".

At the time of the first great Biont war, EnTrOx was the private property of the greedy Leo van der Waal. After several scandals, El Topo and his international relations deprived Van der Waal of his power.

The one-time most powerful industry boss in Aqua has retreated into the modern habitats of Gotham off the coast of what was once New York.

His security service, Entropol, is still loyal to him. From time to time there is big trouble between the former war-horses around van der Waal and the new unit around Sergej Chang.

SHOGUNATE

Center	Svesda Wostock, Main station of the Shogunate, 1649 m

The power bloc of the Shogunate stretches from the East Pacific to the Indian Ocean and passes the Philippine Sea.

The amalgamation of China, the CIS States, Japan and some of the South Asian Tiger States to an underwater alliance created the biggest power bloc in Aqua.

In 2112, Long, the son of the reigning dynasty appointed himself "Conductator", and was admired and respected by all Sino-Japanese and Russian inhabitants.

Then, in 2135, by setting up uncontrolled nuclear reactors, Conductator Long violated the contract signed at the Florida conference on the common and worldwide control of nuclear fusion.

As a reaction to this violation, the military units of the Atlantic Federation were expanded.

After the death of Long Guiwen in 2152, his son Akira took over the power in the hereditary monarchy. Under his leadership, the Conductate became a massive dictatorship with Akira himself at the top. Akira appointed himself the "Divine Shogun", and henceforth became the ruler of the Shogunate. The main framework of this power bloc remained the army.

While the political tensions between the Atlantic Federation and the Shogunate still gave cause for concern in the times of the first great Biont war, a peaceful coexistence on almost friendly terms has been reached by 2666.

The Shogunate is a strictly hierarchical society, the focus of whose society lies in the military realm. The highest military commander and deputy shogun is Admiral Ping jr., a level-headed and almost liberal kind of person. Emerald Flint has bad memories of the Shogunate. He was in custody in the penal colony in the Sea of Okhotsk when he met the Ronin Hong Long, who died at the end of the crisis in the first great Biont war.

Many ordinary citizens and even high-ranking politicians and military officers have attempted to escape because the society of the Shogunate is very strict, and the Shogun government exerts its influence on every area of life.

The destination of most refugees who have fallen out of favor is the Tornado Zone. That is where they take their technological know-how and their extremely efficient military education. Rumor has it there is nothing more dangerous than a pirate who was once an officer of the Shogunate. Iwan King, the warlord of the Zone, came from near the Mariana Trench.

CLAN UNION

Center:	Floating Bombay Capital of the Clan Union, 1287 m

In Aqua, whatever you can't buy for money is sure to be sold for a lot of money in the Clan Union.

The Indian-Arabic aquatory is situated in the central Indian Basin and stretches far down into the south of the Indian Ocean.

In 2200, during a relatively early phase of oceanic colonization, numerous leaders of individual nations, family tribes and former states of the Middle and South-East came together to form a heterogeneous confederation which is now called the Clan Union.

After many crises and military conflicts between the various power blocs of Aqua, the Clan Union finally occupied a neutral center position as “Power of the Middle". It has developed to a glittering aquatory, eager for life and so mainly engaged in trade and the arts.

If a friendly light brightens up the dark somewhere in the deep-sea titanium prisons of Aqua, it is sure to come from the Union’s light artist. The main task of the Clan Union people is the decoration and embellishment of their own existence.

In the Clan Union’s center, "Floating Bombay", there flourishes not only trade with aesthetic light art, but also an incredible business with the smuggling of weapons, technology and knowledge.

The Dogon, a former West African people, are the "Dukes of the Art of Engineering". Those still very pigmented people are adored all over Aqua and are very often regarded as a kind of living legend.

The leaders of the Clan Union are the Clansdukes, who administer the aquatory in a kind of congress.

Resources, trade and a prospering tourist industry attract all people in Aqua to visit the Indian Ocean. Visitors are sure to experience the best and most legendary surface simulations, light vacations and Emerald Festivals there.

MACHINA ANTARCTICA

Center:	Machina Antarctica Refuge of the Technocrats, 4633 m

In 2587 former scientists of the EnTrOx Company founded a monstrous science station with the financial support of some unknown sponsors in the South Polar Sea and called it ”Machina Antarctica“.

During the course of the centuries, the icy nest of mad scientists became a powerful and influential center of science and technocracy, which today (2666) is being led by 10th grade Professor Fritz Rasmussen.

While the EnTrOx Company mainly investigates ship engines, respiratory gas production and energy (i.e. nuclear fusion techniques), the really revolutionary new developments are taking place in the "Machina".

Ten so-called "Oceanoids", artificially created humans ideally adapted to the conditions of the deep sea, live in the station of "Bellingshausen". This is one of the core investigation fields of the "Machina": artificial evolution. Some basic research is being conducted in the fields of material development, weapons technologies and brain design. A proverb states that all harm comes from the ”Machina Antarctica", but thankfully so do all cures.

THE BIONTS

In 2661 a great battle took place between the allied power blocs and a strong armed force from the South Pacific near Australia.

Nobody knew (or has ever found out) what or who the "Bionts" really were. Was it a "fifth bloc" that had developed independently from the great power blocs in the deep sea?

There was hardly any communication between their "Black Ships" and the rest of the world. At the very most, the Bionts logged into the on-board computers of some battleships and confirmed their intention to erase all mankind from planet Earth to gain peaceful space for living "in the water, ashore and in the air"

The Black Ships had attacked the civilization centers of Aqua long before this decisive battle. Myths were nurtured that described them as the "Roaring of the Deep", as possibly a submerged culture that had inhabited the earth for thousands of years, unnoticed, highly intelligent and with extremely sophisticated technology.

People who managed to enter some of the Bionts' smaller battle boats received a great surprise: There was no crew to be found in the ships!

It was as though they had been sent through Aqua's oceans by remote control, just like hungry predatory fishes looking for prey all the time.

And they were always hungry for more.

Their attacks grew increasingly daring, until they even targeted great technological centers like the "Machina Antarctica", the "EnTrOx Corporation" and the "Clan Union".

The Bionts plunged Aqua into a whirlpool of violence and desperation. Apocalyptic religions such as that of the Moghs ("Salvation lies on the surface") or the Hadesians ("Typhon, the devil, will rule in his realm of liquid night") became popular. Others deemed the Bionts an extraterrestrial civilization, come to punish humanity for its failure on the surface of the planet.

Finally the scientists of the Machina discovered that there had to be a kind of Biont center, a central "bridgehead", from where the Black Ships were sent out and controlled. The Bionts later called the bridgehead "Survion", the "fortress of survival".

Scientists gradually uncovered further detailed knowledge, which they gathered from captivated Biont boats.

The boats were steered by a neural tissue structure (the "sub matrix"), a kind of rudimentary brain.

This brain consisted only of a motoric and sensoric nerve center, which explained the fast reflexes and adapting abilities of the Bionts.

These were specialized brains, without human features, nevertheless highly efficient in terms of orientation, neural feedback (with the steering elements of the ships), speed of reaction and mobility in three-dimensional space.

All Biont ships (and their navigating brains) seemed to be connected to a kind of central unit whose "mother structure" or matrix was situated on the coast of South Australia, within the Survion that the allies destroyed during the final battle in 2661.

This seemed to be the decisive victory.

The mercenary Emerald Flint, who had managed to destroy the center of the Survion aided by the self sacrifice of Shogunate warrior Hong Long, was one of the main characters in this battle. He was highly decorated for his actions as a battle pilot.

Hong Long, the Ronin (a name given to former Shogunate soldiers), was killed in the course of this battle and posthumously made an honorary officer of the allies.

There are still some Biont units around in Aqua, but they are scattered and no longer as effective as they used to be.

After the war, the international task force "ANNSCAT" ("Annihilate Scattered Units") was created, whose leader became the mercenary Flint (by then appointed to the rank of commander). He and his wing pilots Lt. Picollini, Lisa Bonham and Boston Harper fight against the remaining Bionts under the military supervision of Captain Eliza deGrange.

The researchers of the Machina are currently working on a plan to transfer the steering systems of the Biont boats to human pilots, but so far without much success.

SUBMARINE GLOSSARY

AFT: Towards or at the rear of a vessel.

ANGLES AND DANGLES: Extreme diving maneuvers.

APPROACH: Term for the change of direction of an escort group towards the sub. (Escort groups usually drive in a zigzag course.)

ASDIC: Abbreviation for "Allied Submarine Detection Investigation Committee". Device that can detect submerged submarines with sonar waves. US term: SONAR

BALANCE: To get a sub into a stable position in which it neither sinks nor rises.

BEARING: The angle at which an object is situated in relation to the boat. 0 or 360 degrees are straight ahead, 90 degrees is east, 180 degrees south and 270 degrees west.

BILGE: Tanks in the lower part of the boat. Here the seawater that entered the ship was collected to pump outside later.

BOLD: Decoy used by submarines to confuse enemy ASDIC or SONAR.

BOW: The forward end or part of a vessel.

BRINGING OUT A SLOT: Throwing out a communications buoy.

CAVITATION: Vapor bubbles built up at the end of the propeller vanes of fast boats cause a loud sound (which puts the ship in danger of being located).

CONFORMAL SONAR: Around the hull, around the bow, passive.

DOUBLE SPREAD: Firing two torpedoes at the same time. The same can be done with three torpedoes, four, etc.

DPA: "Distributed Processor Architecture". Several processors connected by a data bus; can be operated together or separately.

DSRV: Deep Submersible Rescue Vehicle - specially constructed rescue submarine.

ELF: Extreme Low Frequency. Same as VLF below; a part of the frequency range of long waves. Slow, but ideal for underwater communications. 1 letter/30 sec. VLF is faster.

GPS: Global Positioning System. An NVSTAR type satellite locates the exact position. GNS: Global Navigation System: On-board computer keeps the ship on course with the help of GPS.

HF: High Frequency. Short wave. Almost unusable below water.

HULL POPPING: Sound made by the hull's expansion while surfacing.

HYDROPHONE: Underwater directional microphone for the passive positioning of sound.

KEEL: Lower edge of the boat. Iron ballast.

KNOTS: Measure of speed in nautical miles per hour.

LOFAR: Low Frequency Analyzing and Recording. A technology to represent tones of the lower frequency band on the screens of modern sonar devices.

NAUTICAL MILE: Approximately 1.8 kilometers

NAXOS: Radar warning device.

NEGATIVE BOOST: Slight sinking position. Angle of attack 10-15 degrees.

OBA: Oxygen Breathing Apparatus. Portable system that chemically creates oxygen for approximately 30 minutes.

RADAR: Radio Detection and Ranging. Locating device using focused waves in the centimeter region. The waves are emitted from a sender and reflected by an object as with the SONAR. The echo is displayed on a screen.

RAM: Radar Absorbing Material. Coating which absorbs, rather than reflects any radar signals (stealth technology).

REAR: Back part of the boat.

SILENT RUNNING: The ship runs with minimal sound to avoid being located, .e.g. when being pursued by another submarine vessel. Low speed, no unnecessary activities.

SINS: Ships Inertial Navigational System.

Records all the ship's movements and thus points to its current location (orientation system).

SONAR: Sound Navigation and Ranging. Underwater equivalent of RADAR. Reacts to sound signals and their echoes. A passive SONAR receives sound signals from the object, an active SONAR emits a "ping" and waits for its echo.

SOSUS: Sound Surveillance System. A number of passive sonar probes, established by the NATO as an early warning system. Currently used for scientific purposes.

TASK FORCE: Operational organization.

TASK GROUP: A mission team (subdivision) of the Task Force.

TDU: Trash Disposal Unit. Torpedo tube used to dispose of weighted down waste containers.

TMA: "Target Motion Analysis" to find out the course and speed of the contact object. Battleships lay in a zigzag course while performing the analysis.

TUBE DIVING: Slang expression for torpedo tube check-ups. (In AquaNox, robots or ROVs - Remotely Operated Vehicles - perform these!)

VLF: Very Low Frequency. See ELF.

Further technical terms from the underwater world can be found on the AquaNox website www.aquanox.de under the heading "Making of".

ENCYCLOPAEDIA

AQUATIC APE

Scientists believe an aquatic hominid originated in the Danakil Mountains of eastern Ethiopia. About 3-5 million years ago, a seawater flood seems to have cut off a family of hominidae living there from the rest of East Africa. Evolution then slowly turned these hominidae into sea mammals.

ARGUMENTS: A layer of fat merged with the skin, extremely thick even on lean specimens (isolates body heat).

Sweat and tears contain extraordinary amounts of salt. Excretion of excess salt.

Breathing: Human beings are the only mammals (excepting sea mammals and seals) that can control breathing at will.

The larynx is extraordinarily low in the throat, thus enabling quick inhalation.

Diving reflex: Respiratory organs close automatically. Bronchial tubes and the bronchi contract.

ARCHAEA

Very old unicellular organisms without a cell nucleus. Two thirds of their genome is completely different from the genome of all other creatures on this planet. They are so-called extremophiles, creatures that only feel at ease in an extreme environment. Four billion years ago, they probably created the origin of all life near the hot hydrothermal vents.

ARCTIC OCEAN

Of all the oceans this is the smallest, with the North Pole at its center. It covers 4732 square miles. Only a century ago, scientists discovered that the Arctic is not a continent but a deep basin filled with water. Secret naval bases of the Atlantic Federation as well as secret service centers that operate Aqua-wide lie up here, hidden under those continually rebuilding ice layers.

ATLANTIC

It covers about 20 percent of the total surface of the earth and stretches over 10000 miles from the North Pole to the Antarctic. Its average depth is 3330 meters; its deepest point (8380 meters) is in the Puerto Rico Trench.

The story of AquaNox starts here, in its western part, the Argentine Basin. El Topo has his bases around here.

BIOLUMINESCENCE

Light that is produced by living organisms is called bioluminescence. About 75% of all deep-sea organisms glow. Their bioluminescence helps them to survive: it can attract food and acts as a signal for mating or to scare off enemies.

The inhabitants of the Clan Union are real masters in cultivating biogenetic light. They enlighten whole cities with this bluish green.

DEEP-SEA TRENCHES

These are found around the continents and groups of islands in the Pacific.

The seabed that expands from the Pacific Rise sinks very deep down, then pushes itself under the continental plate and liquefies (subduction zone). There are 18 trenches in the Pacific, three in the Atlantic and one in the Indian Ocean.

These (abyssal) trenches reach an average depth of about 5000-6000 meters. The deepest trench is the Mariana Trench near Guam. Its deepest point is the Challenger Deep with 11034 meters. But latest research mentions a spot that is even 100 meters deeper.

The Mariana Trench is sovereign territory of the "Shogunate". In "AquaNox", you will live through exciting fights in such trenches.

DOM (DISSOLVED ORGANIC MATTER)

Also called DOC ("Dissolved Organic Carbon"). It consists of tiny carbon and polymer chains (polymer = long molecules) that develop from all forms of decomposed life in the oceans. This matter forms layers that are also called "microgels". Nowadays scientists are wondering if and how the layers of this matter contribute to our climate and the carbon cycle.

In "AquaNox", wide parts of the oceans (especially in the northern hemisphere) are almost completely sealed by thick layers of this matter.

GOLD

If all the gold diluted in the waters of the oceans were given out to all people on the world, everyone would get 5 kg.

GULF STREAM, THE

This warm water current, which is also called the North Atlantic Drift, runs through the Atlantic. It starts just off Florida and ends high up in the north. 20 million cubic meters large, it finally plunges into the deep off Greenland (largest geological waterfall of the earth). The stream constantly carries 1.4 petawatts (10 watts to the 15th power), which is equal to a hundredfold of the worldwide consumption of energy.

The Gulf Stream would come to a standstill within only 250 years, if an enormous heat (caused by the greenhouse effect or a gamma ray explosion in the basic story of "AquaNox") melted the ice in Greenland and the Arctic up to a certain degree. The heavy, cold saltwater would be diluted with freshwater, which could cut off the "power" of the current (i.e. the waterfall; see also "POM").

In "AquaNox", the company called EnTrOx produces energy with the help of gigantic turbines in the Gulf Stream.

HELIUM 3

A non-radioactive helium isotope, which is produced by the decay of tritium (heavy hydrogen). It is an excellent long distance marker for hot vents.

HOT VENTS

These are volcanic cones that eject very hot water from the magma layer of this planet. Here many different organisms exist on the basis of sulphur, and it is the beginning of a food chain of chemosynthetical protein.

Two different forms are known: chimneys and vents.

The chimneys are created when the super-heated water that contains acids and minerals meets the cold seawater that contains less salt.

The "Hot Vents" might also be the origin of all life on earth. Some scientists believe that the food chain didn't have its origin in photosynthesis (light as a nutrient source) but instead in chemosynthesis (hydrogen sulphide as a nutrient source). There are loads of contradictory theories about that. But the fact is that the areas around the hot vents are bursting with life. The basis of this life are bacteria that live on sulphur, which then serve as food for higher developed organisms such as crawfish, mussels, tube worms etc.

In the world of "Aqua", chemosynthetic protein is produced in masses especially at Galapagos (in the Pacific off Ecuador).

INDIAN OCEAN, THE

18.5 million square miles wide, average depth 3900 meters (the deepest point is 7450 m in the Java Trench). Africa, Asia, the Antarctic and Australia border the Indian Ocean. The aquatories of the Indian-Arabic Clan Union with their mega center "Floating Bombay" are situated south-east of India, near Malaysia and in parts of the South China Sea.

LIGHT

The separate components of white light penetrate water into different depths.

First red is filtered, followed by orange, yellow, green and finally blue. From about 300 meters deep downwards there is eternal darkness.

In "AquaNox" you will be able to fight with the so-called "blue green lasers". A lot of research on this technique is already done nowadays to find out about a new measuring method. Strong lights have only a range of 10 meters on the sea bottom. This is mainly caused by the "snow", which consists of falling particles.

METHANE HYDRATE

An important future source of energy?

Methane gas is collected in ice cages. 1 cubic centimeter of hydrate releases up to 170 cubic centimeters of gas. Methane causes a greenhouse effect that is 30 times as strong as that caused by CO2.

Existence: As bright layers in continental slopes (during release/exploitation: danger of slipping!). Or in the seabed (up to 600 m, in so-called reflector layers).

The subduction zones are especially productive: These are the points where the sinking continental plates are crushed or folded by the upper plates.

Under tectonic pressure, these pores of sediments will be crushed and gases (e.g. methane) and water are released. These are the COLD VENTS.

At such folds, which cut through layers of gas hydrate, fluids and gases are released, which heat up the hydrate and set it free. The resulting CO2, sulphate and nitrate lead to the existence of chemosynthetic life forms at the hot vents.

If the atmosphere were heated up by 1 or 2 degrees, this could have considerable effects on the hydrate: The gas would be released, and enormous landslides and tsunamis could consequently follow.

Exploitation stations in the Bermuda Triangle: These are lop-sided plains milled into the ground of the ocean. On their steep faces layers of bright hydrate can be seen in the dark gray ocean ground. Again and again bubbles are released, above all near the hot machines.

MID OCEAN RIDGE

The biggest mountains of this planet are hidden deep in the oceans of this world, in the Mid Ocean Ridge.

The Mid Ocean Ridge reaches from Greenland down to the Antarctic, then runs through the Indian Ocean and down again past Australia to New Zealand.

Right in the middle of the ridge a mighty central gorge called Rift Valley also stretches around the globe. There the relatively thin oceanic crust is constantly breaking up and releasing magma. The 1200 °C hot magma solidifies and is then pushed aside by the fluid stone that keeps coming up.

This is the place of birth of the oceans. With a speed of up to eighteen centimeters per year, the ocean ground on both sides of the Mid Ocean Ridge is pushed aside. Thus Africa and America are drifting apart, while the Atlantic Ocean is continuously growing.

The same applies to the even faster growing Pacific Ocean.

Here the ocean ground is growing in depth, though: There are deep-sea ridges, up to eleven kilometers down, which means the ocean is slowly being pressed underneath the continental plates of South America, for example.

The Mid Ocean Ridge is four times as long as the Andes, the Himalayas and the Rockies put together. See also “Plate Tectonics”.

PACIFIC

The world's largest and deepest ocean. All continents together would fit in its basin and there would still be a lot of space left. It covers about 64 million square miles and its average depth is about 4280 meters.

Large parts of "AquaNox" take place here, in the Eastern Pacific and in the South Polar Sea.

PLATE TECTONICS

Twenty cooled down stone plates of different sizes make up the earth's crust. The Mid Ocean Ridges are their borderlines. These stone plates are floating on semi-molten rock. They move constantly and the friction between them causes earthquakes, volcanic eruptions, cold vents and deep-sea ridges.

You will have to deal with the consequences of these plate tectonics in "AquaNox". There might be seaquakes, hot vents or exploding magma bubbles ...

POM

"Particulate Organic Matter". These organic substances derive from dead organisms in the oceans such as algae and fish. They also contain tiny particles of algae, feces and living microorganisms, the so-called "Aqua Snow". There is a difference between floating and sinking POM. The molecules of sinking POM are normally larger than 50 micrometers and sink with a speed of about 100 meters a day. Small POM hardly sinks at all.

The gamma ray explosions over the Arctic have created masses of POM and DOM in "AquaNox". Layers up to 40 meters thick of this matter have sealed the surfaces of the oceans, especially on the northern half of the globe.

But these "sealing layers" are gradually disappearing with the increasing activity of the ocean currents (see also: “Gulf Stream”).

PRESSURE

The deep sea is a much more dangerous environment than space if you compare the pressure relations. There is only 1 bar pressure difference between the surface of the earth and space. Underwater, this pressure difference is already reached at a depth of only 10 meters!

Imagine an air column with a base of 1 square inch at sea level: It weighs about 15 pounds. Then imagine the same base of 1 square inch as a water column on the bottom of the Challenger Deep (the deepest place on earth in the Mariana Trench): It weighs 16000 pounds!

The ships in "AquaNox" have a piezoelectric hull on a microsystem basis. So the enormous pressure of the water column also has advantages because of its conversion into energy.

RESOURCES IN THE OCEANS

Magnesium: Even if 100 million tons were extracted every year, the resources of magnesium still wouldn't be exhausted after 10 million years.

1.4 billion tons of oil is waiting at the bottom of the Gulf of Mexico alone, plus 1840 billion cubic meters of natural gas.

With the present population of the oceans, they could nourish 240 billion people.

Every cubic centimeter of the west coast of Europe releases 4000 billion calories into the Gulf Stream every year.

SOUND

Light and radio waves only have a very low range under water (exceptions: ELF or VLF). But sound spreads three times as fast underwater as it does in the air, that is to say at 1 mile per second.

"Tunneled ELF or VLF waves" or ultrasound are the means of communication in "AquaNox".

Within the oceans there are some particularly "convenient" sound channels. 1000 meters below sea level there is the well-known SOFAR (Sound Fixing and Ranging) channel. Within this channel, sound waves can easily travel a whole ocean.

SOUTH POLAR SEA

The Southern troughs of the Atlantic, Pacific and Indian meet up in the South Polar Sea. Without any barriers in between, this "circumpolar stream" runs around the Antarctic continent. There are two opposing main currents: the east wind drift is very close to the Antarctic and runs counter-clockwise. The actual "circumpolar stream" is directed towards the east and runs higher up north. The "Roaring Sixties", so called after the wildest and most dangerous degrees of latitude for the whole of the seafaring world, start here, just off Cape Horn.

TSUNAMI

This is the Japanese word for "Tidal wave". These waves are mostly created by seaquakes or volcanic eruptions under water. This killer wave can reach enormous proportions near the coast. The highest tsunami to date reached a height of more than 60 meters off the coast of Kamchatka.

WATERFALL

Earth's biggest waterfalls are not the Angel Falls in Venezuela, but rather those located in the Strait of Denmark. The Gulf Stream with its millions of cubic liters per second falls nearly 5 kilometers down into the depth (see also “Gulf Stream” or “POM”).

The terms summed up here are only a small excerpt of our research. If you want to find out more, visit www.aquanox.de and see under the heading “Making of/Ocean Glossary”.

SMALL ENCYCLOPAEDIA AQUATICA

ALD

Acoustic Light Display. Converts ocean sounds (engines, background noises etc.) into pixels. It is used in boats and as HMD (Head Mounted Display). Guarantees distance sight by neglecting the falling particles of the deep sea.

AQUATORIUM

Center of power and administration of single states and state alliances. Used in the sense of "territory" as well.

DIGGER

This is what the workers at the POM layers in Aqua are called. These layers are 40 meters thick and consist of dead organic material. The diggers live close to the surface and the radioactive water there. The produce is mainly sent to the huge plantations of the Clan Union and used as fertilizer.

DIPOLE PROPULSION

A boat propulsion developed by the EnTrOx-Company, which uses the special chemical dipolar structure of the water molecules. While in the first great Biont war only the big ships were driven by it (900 km/h), this technology is nowadays being used in small battle ships as well. It is being slowly replaced by supercavitation propulsion.

FLOATING BOMBAY

Center of the Clan Union. A powerful floating city held by silicone-carbide cables in the central Indian basin.

FUSION POWER PLANTS

The fusion of two heavy hydrogen atoms releases an enormous amount of energy. This is how a helium atom is created. The fusion power plants of the 27th century use a very heavy mass known as "fusion enhancer" (atomar black holes) to fuse the hydrogen atoms.

GEOTHERMAL POWER PLANTS

Above all the Shogunate, situated in the West Pacific, used (and sometimes still uses) geothermal energy as a source of energy. The power plants in the Mariana Trench in particular are well known for this.

They have, however, for the most part been replaced by fusion power plants.

HADESIANS

These follow a new trend of religion, which has mostly replaced the sect of the "Moghs". Their prophets, the so-called Hades Priests, pay tribute to the Great Typhon ("Devil of the Oceans ") as their god. In contrast to the Moghs, who focused on the surface, they believe in a realm of darkness and demons.

HELINOX

Generic term for the mixtures of respiratory gases developed by the EnTrOx Company, which mainly consist of helium, nitrogen and oxygen. The latest experiments with particle gases, whose thickness is far below that of hydrogen, are taking place as top-secret projects.

HELIUM 17

A confusing term for a certain kind of helium, which is being used for the Helinox respiratory gas. (EnTrOx holds patent rights.)

HPNS

High Pressure Nervous Syndrome. These syndromes occur when the unadapted human organism is exposed to high pressures of respiratory gas. Symptoms include trembling, panic, circulatory failure, loss of control. Due to special gas mixtures (Helinox) and genetic germ engineering, these symptoms mainly belong to the past.

ITV

International Transport Venture, the follow-up organization of the EnTrOx. This name didn't become popular. For reasons of tradition the name EnTrOx is still being used. However, the fact that EnTrOx doesn't hold the sole responsibility regarding energy and respiratory gases is becoming increasingly obvious.

JUMPSHIPS

Powerful big transports, which carry boats, humans and goods under water at supersonic speed. The EnTrOx Company owns and operates the Aqua-wide jumpship net and its patent. (These ships stop at jumpstars.)

LIGHTWATER

Popular designer drug, which eliminates the "habitation tantrum" as well as claustrophobic syndromes. In higher doses, this drug causes a feeling of euphoria.

MANGANESE

Tuber-shaped sediments on the ocean ground, which consist of many valuable metals and mineral resources. The "Big Fat Mama" was one of the biggest manganese freighters in Aqua (Tornado Zone). It is now under the command of Iwan King.

MOGHS

Sect of warriors who believe that the POM layer is the embodiment of their god Lhun. They believe that he is preparing the surface for the return of his disciples. They considered the Bionts to be Lhun's punishment of the disbelievers.

In the present times of AquaNox (2666), the Moghs don't have many followers. The latest religious trend is the Hadesians' belief.

RONIN

"People on the billow", formerly masterless samurai. In Aqua, this term refers to soldiers of the Shogunate who were released from the army after the end of the war with the Atlantic Federation. Most of them live as mercenaries in the Tornado Zone.

SUPERCAVITATION

At a certain underwater speed, torpedoes, missiles and even whole ships are covered with a bubble of evaporated water. This way the frictional resistance is reduced to practically zero. These vehicles reach a speed of about 1.5 kilometers per second.

SYNTHOHOL

Synthetically made alcohol in any variation. The best is made in the Clan Union, where the most daring concentrations and tastes are created. Apart from lightwater, synthohol is drug no. 1 in Aqua.

AQUANOX ON THE INTERNET

There is additional information about the world of Emerald "Deadeye" Flint on the official Aquanox website at: www.aquanox.de. See the news section for the latest information regarding Aquanox.

PROBLEMS WITH AQUANOX:

Most of the technical problems with computer games are due to old drivers of video cards and soundcards. Therefore your first step to solve technical problems should be installing the newest drivers. Most of the problems can be solved by this way.

You can get the drivers on the websites of your hardware´s manufacturers. On following sites you can find drivers for many video cards:

Detonator drivers for NVidia-based cards:
HTTP://WWW.NVIDIA.COM

ATI-video cards:
HTTP://SUPPORT.ATI.COM/PRODUCTS/PC/INDEX.HTML

Video cards with Kyro-chips:
HTTP://DE.HERCULES.COM/SUPPORT/SELECT_PRD.PHP

KNOWN PROBLEMS AND THEIR SOLUTION:

CD-BROWSER (AQUANOX BROWSER) AND KYRO II -CARDS: With Kyro II cards you may have the problem that some colors are wrong in the CD Browser. You can avoid this if you change the color settings of your video card from 16bit to 24bit or 32bit color mode.

TECHNICAL SUPPORT:

Fishtank Interactive does not guarantee full operability of this game on all hardware, however experience and testing have shown that most computers which meet the minimum system requirements will be capable of running the game. However, we greatly appreciate all notes and bug reports.

Fishtank Interactive offers technical support through the Aquanox web site, E-mail, and via phone.

If you run have problems with the program, and the information in the manual and Readme file are not sufficient, consult the support area on the Aquanox web site at http://www.aquanox.de. Our web site contains up-to-date information on the most common difficulties with our products, and is kept current with the most up-to-date information and patches.

If you are unable to find the information you need on our web site, you can E-mail Fishtank Interactive at support@fishtank-interactive.com. Please be sure to include the following information:

Title of Game

Operating System

Type of CPU, and speed in MHz

Amount of RAM

Sound card type

Video Card

CD-ROM

Mouse type and driver version (if available)

And a detailed description of the problem you are having.

If you need to talk to someone immediately, you may contact Customer Service at (603) 382 - 0572. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. Customer Service at this number is available from 9:00 am to 5:00 pm Eastern time. Note that no hints or codes are available from this line.

Additional information, help and updates are available on our website:

http://www.aquanox.de

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